

3

For 3DO Enthusiasts

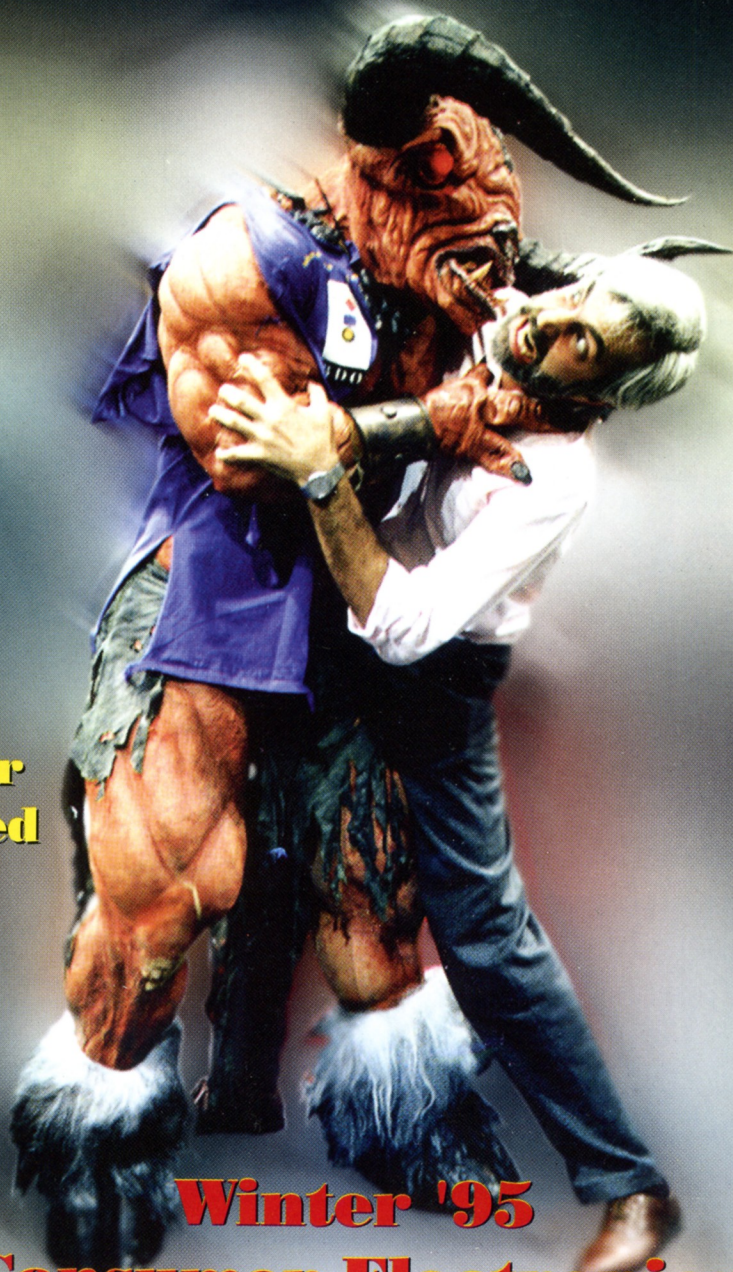


Panasonic Introduces
FZ-10

Reviews:

- The Need For Speed
- Return Fire
- Theme Park
- Jammit
- Shanghai:
Triple-Threat
- Supreme Warrior
and more

Secret Moves for
Way of the Warrior
The Need For Speed
Return Fire



March/April 1995
\$3.95 U.S.; \$4.95 Canada

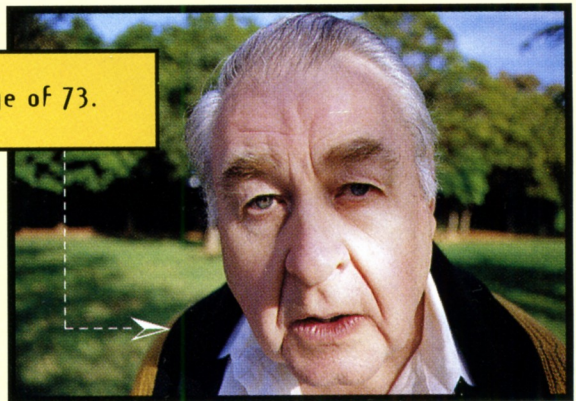


Winter '95
Consumer Electronics
Show

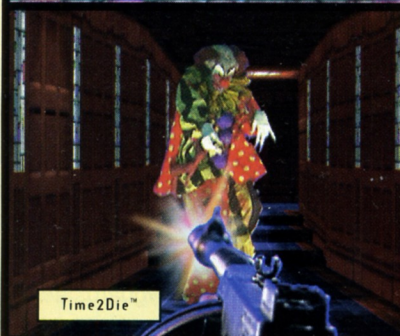
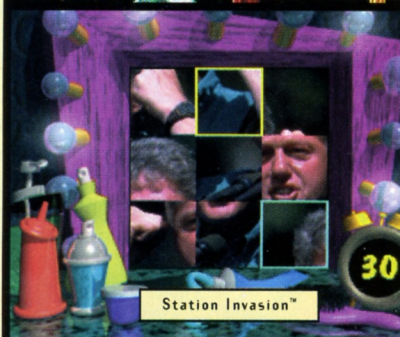
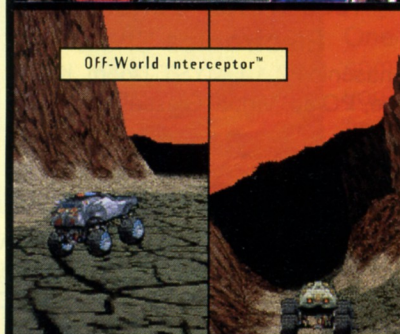
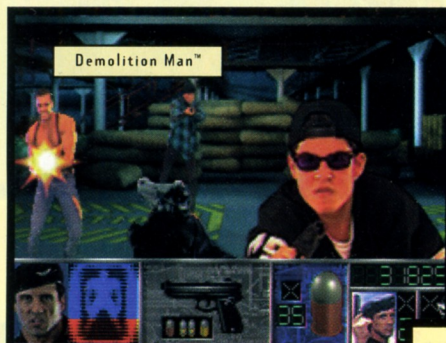


The average male
reaches his sexual peak at age 17.

And lives to the age of 73.



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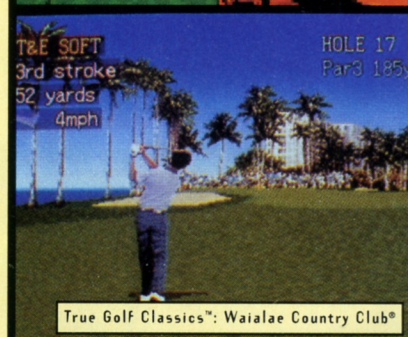
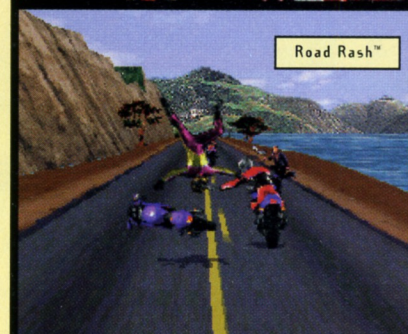
Killer CD sound. In-your-face 3D graphics.

If the 3DO™ system were any more realistic, you'd be picking alien brain matter out of your ground down teeth.

So if you're over 17, or just looking for an alternative endorphin release, check it out.

Otherwise, heat the milk to 150°, pour over toast, and call mommy.

Peace.



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For a 3DO dealer, call 1-800-REAL-3DO ext 999. If you can't find these products, call 1-800-336-3506 to order them directly from 3DO.

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For 3DO Enthusiasts

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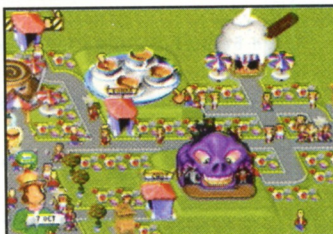
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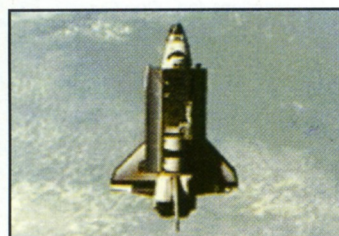
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Publisher: Joyce Hicks
Assistant Publisher: Robert J. Hicks
Administrative Asst.: Donna Viveiros
Circulation Manager: Doris Gamble
Traffic Manager: Robert Gamble
Marketing Manager: Ernest P. Viveiros Sr.

EDITORIAL

Managing Editor: Don Hicks
Hardware Editor: Ernest P. Viveiros Sr.
Illustrator: Brian Fox
Contributing Editors: Robb James
Scott Brown

ADVERTISING SALES

Advertising: Donna Viveiros

1-508-678-4200

1-800-345-3360

FAX 1-508-675-6002

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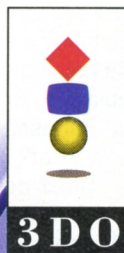
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what are you playing with?

Panasonic FZ-10, GoldStar in the software business and two titles worth seeing

If there is one thing we can always count on it's change. Last issue, we told about the introduction of GoldStar's 3DO system. In this issue, we have a section in our report of the 1995 Winter Consumer Electronics Show with the announcement of Panasonic's new FZ-10 3DO unit for the North American market.

Still priced at \$399, the FZ-10 has a built-in Memory Management System which allows users to tell immediately whether there is enough memory space to save a game in progress. There is also an on-screen graph to illustrate the remaining memory so players can delete files.

Panasonic also redesigned the controller. The new controller is slightly smaller to fit younger hands. Alas, the new controller is without one accessory I wish they had kept. The headphone jack is no longer available and the cord is now shorter.

I enjoyed the long cord and the headphone jack. It was nice to be able to zone-out with a fast game, solid sound effects, and even theme music (Return Fire comes to mind). The really great thing was that you could do this, and the rest of the family could be in the same room and they would not be disturbed.

In Panasonic's defense, there was a problem with the older model and static electricity (see the What's Up section in the January/February issue). Unfortunately, the best way to alleviate the problem was to remove the headphone port. Even though there are stereo audio jacks on the base unit, I do wish they had placed a stereo headphone jack on it also.

While purists may balk at its smaller size and clam-shell style cover, the FZ-10 is a lot easier to

move around and it seems to fit in smaller places. While you may find it hard to place in a tight stereo cabinet, the cover appears to open well and is accessible in a bookcase. As far as placing it on a television, we just need to place it on top of everything else (VCR, cable box, etc.).

I am still playing with the FZ-10 and I will give you a better insight next issue. But my initial impression is that Panasonic has given 3DO users a wider selection of 3DO units from which to choose.

GoldStar Is No Slouch

In a counter move, GoldStar is now packing Shock Wave AND FIFA International Software in their 3DO units. At CES, I spoke with GoldStar's Jim Ireton (the interview is on page 40 in this issue) and I was impressed with the way he sees the entire 3DO business. While he never misses an opportunity to bring up the differences between the GoldStar 3DO system and the Panasonic system, he is always gracious to Panasonic. He recognizes the qualities of Panasonic's FZ-10, he just always reminds you that he likes the GoldStar unit better.

Hardware, however, is not the only place where these two giants will be competing. GoldStar, like Panasonic, has created a software division and they will be providing 3DO software immediately. Most of what they are doing is buying titles and helping small developers to get published. But, this is the same thing that Panasonic started doing. You know what? It works!

Small developers can create product and rely on a choice of publishers to help them. This is

important because most of the really great software innovations that have come about over the years have been from small developers.

PO-ed

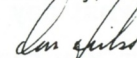
A case in point is Any Channel and their new work, PO-ed. This sci-fi action shoot-em-up takes place in a 3-D environment. Similar to maze games like Doom or Monster Manor, PO-ed lets you fly with jet packs, fall backwards over cliffs, and face ugly aliens at just about every turn. I spoke with a programmer at Any Channel who confessed that they were a group of programmers working in a living room. If they can get this completed, to market, and it is as good as it appears, they will be another great example of small developers making better software.

Corpse Killer

In looking through the CES report, I notice we forgot Digital Picture's new release, Corpse Killer. Sorry DP, you have created a fun game and it should have been there.

For anyone who doesn't know, Corpse Killer works with a light gun or control pad and you must shoot the zombies as you make your way across a Caribbean island. Although I haven't finished the game (hey, I got work to do), I found the graphics fun, the action clever, and the difficulty very good. Of course, you must remember, I am always a sucker for a good Light Gun game.

Sincerely,

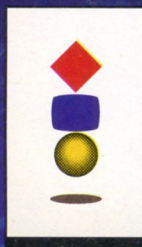
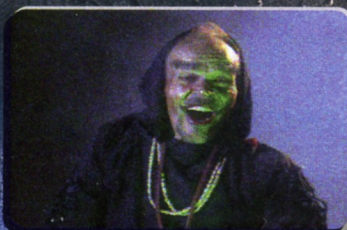


Don Hicks
Managing Editor

SPACE PIRATESTM

Planet-hopping pirates lead by the scourge of the universe, the evil Captain Talon, have captured a ship of innocent space colonists. The player, a Star Ranger, must save the colonists and head off Talon's plans to rule the universe. The player will face hordes of pirates in an effort to collect energy crystals from a variety of worlds. The crystals power the star splitter cannon, the only weapon that can blast Talon and his misfits into another galaxy.

Space Pirates is a fast-paced adventure with bonus targets hidden throughout the game.



3DO

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CD Shooting Game

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GoldStar 3DO Player



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Soccer
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Interceptor
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Numbers
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•Street Fighter 2 Turbo

An interview with
Trip Hawkins

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DEMOLITION MAN

3 Magazine—the First and the Best!

Winter '95 Consumer Electronics Show



Winter CES is a must for anyone who makes their living in the consumer electronics industry. This year's event (January 6-9) was again held in Las Vegas. While consumer electronics always has its share of risks, the annual choice of this gambling capital continues because Las Vegas is one of the rare cities with enough hotel and exposition accommodations to house the exhibitors and attendees whose numbers have risen beyond a hundred thousand. (Las Vegas' airport claimed there were over a hundred thousand people who were attempting to fly out of Las Vegas on

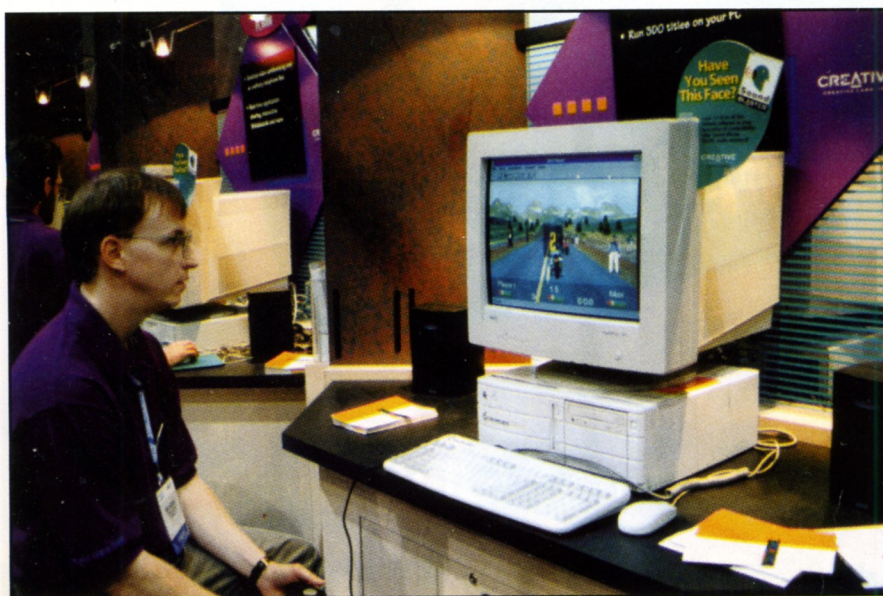
Monday night, the last day of the show.)

Airports, taxis, buses, and hotels aside, Winter CES is a spectacular event. It is an opportunity to demonstrate the products developers struggled to get into the marketplace in time for the holidays. It is also a chance to be seen by the press and attract the attention of buyers with product that developers have prototyped and hope to have in the marketplace by the next holiday season.

3DO developers were fortunate to have several choices in demon-

strating their wares. Many large publishers reserve exhibition space in the pavilions for their product showcase. For a multiple platform publisher, this strategy appears to work well. The developer remains stationary while a herd of reporters and buyers stream by their booth.

Smaller publishers with a single title or a single platform, may find it better to demonstrate their title in an area reserved for just that platform. At this CES there were three such places for 3DO software. The 3DO company operated a large booth area with an abundance of 3DO developer kiosks in the North Hall. While this is extremely far from the main software pavilions, it is in an area that was once reserved for multimedia only. The 3DO Company has maintained a booth in the same area for three consecutive WCES events. This means that software developers, press, store buyers, and more can always find the 3DO area. In addition, the location is very close to the transportation—most exhibitors must walk by their hall in order to get to any other area of the complex. It also means that the 3DO developers in



Blasted:
Creative Labs (left) demonstrated their 3DO Blaster using EA's popular Road Rash.



Drawing Crowds:

Panasonic (above), GoldStar (below), and The 3DO Company (not pictured) drew thousands of attendees to see the latest in 3D software and hardware. Panasonic's live, large screen, 3D demonstration and give-away every 30 minutes attracted huge crowds (Inset left).

this area will be seen by anyone with an interest in the platform.

In addition to The 3DO Company's area, Panasonic and GoldStar also had areas reserved for their 3D products. Panasonic not only maintained a large area for its own demonstrations, but it had dozens of Panasonic 3D kiosks with third party software developers running their products. Panasonic ran a major multimedia presentation with a live host every thirty minutes or so. Panasonic had a very similar presence last year, but this year there was a special emphasis on their 3D system. This year, Panasonic announced the FZ10.

Panasonic's FZ-10

Panasonic announced the replacement of their FZ-1 3D system with the new FZ-10. Besides the sleek new cabinet, this unit includes a built-in Memory Management System. The reconfigured Interactive Multiplayer™ has a smaller footprint than its predecessor as well as a top-loading disc mechanism. The FZ-10's controllers provide smoother operation for greater control. They also have a slightly smaller footprint, while

maintaining original button and control pad size. This reduction in size makes the controller more comfortable for small hands. The new Memory Management System will allow users to be able to tell immediately whether there is enough memory space to save a game in progress or other files. An on-screen graph clearly illustrates the unit's remaining memory and lets players easily delete files from an accompanying menu.



Panasonic's new FZ-10





GoldStar (left) was filmed by Computer Chronicles for an upcoming segment.

The FZ-10 employs a specifically designed, 32-bit RISC CPU with 3Mb memory (RAM) to draw on the storage potential of the compact disc. The FZ-10 was available as of January, 1995 at an SRP of \$399.95.

GoldStar Bundles

GoldStar will begin bundling two critically acclaimed Electronic Arts titles, FIFA International Soccer and Shock Wave - a retail value of \$129- with every GoldStar system.

Panasonic and GoldStar Digital Video Upgrades

Scheduled to debut early this year is a digital video upgrade which will provide the 3DO system with the capability to play movies, music videos, games, and other titles incorporating MPEG-1 video and audio content at near-VHS quality.

Titles currently taking advantage of this capability include *Silence of the Lambs*, *Dances with Wolves*, *Black Rain*, *Moonstruck*, and *Star Trek II, III, IV, V, and VI*. Music videos from artists such as Peter Dinklage, Pete Townshend, Brian Adams, and Eric Clapton are also available.

The Panasonic digital video upgrade, called the Video CD Adapter, is designed to attach to the side of their system at an SRP of \$249.95 with a release date of first quarter 1995.

The GoldStar version, called the Digital Video Module, is a small self-contained cartridge that fits inside the GoldStar system and is also expected early in 1995. As part of their introduction, GoldStar is bundling the box office hit *Total Recall* from LIVE Entertainment, Inc. at a suggested retail price of \$199.99.

3DO Doom II

Art Data Interactive (ADI) is converting and enhancing its enormously successful *Doom™* and *Doom II™*: Hell on Earth for the 3DO Interactive Multiplayer system. *Doom* will be available for the 3DO system in Spring 1995, and *Doom II* is expected to be available later in 1995.

"With the 3DO version of *Doom*, we've taken full advantage of the 3DO system's superior graphics animation, multiprocessing, and sound capabilities," said Randy Scott, ADI's CEO. "There will be higher resolution graphics and full-spectrum audio in our fast and furious 3DO version of *Doom*. *Doom II* will include some extensive enhancements, new levels, and special surprises."

Play Myst for me

Panasonic announced that they would release *Myst* on the 3DO platform. In

Myst, one of the most popular video games in history, players travel through surreal landscapes while solving puzzles to unlock the mysteries of an alternate universe. *Myst* is expected to be available from the Panasonic Software Company in February at a suggested retail price of \$69.95.

The Daedalus Encounter

Also from Panasonic Software Company, *The Daedalus Encounter* has been called the "ultimate interactive science fiction adventure" and it is being released this spring. *The Daedalus Encounter* is an interactive cinematic science fiction adventure starring Tia Carrere of *Wayne's World*, *Rising Sun* and *True Lies* as Ari, and actor Christian Bocher as Zack.

You are one of the three survivors of a 22nd century intergalactic war. You must fight to save a crippled, alien spaceship from colliding with a binary star. Your brain is encased in a mechanical probe with extra sensory capabilities to help your fellow survivors. You must help Ari and Zack battle against aliens, take control of the ship and at the same time avoid destruction. The title employs multiple plot twists and endings triggered by different moves by the player. Gameplay will vary depending on the player's attitude and whether they choose to be conciliatory and peace-making or aggressive and hostile. Over two hours of full motion video is included.

Studio 3DO

Not to be outdone, Studio 3DO was showing two new titles to be released soon. The All New People's Game Show appears to be a version of *Twisted* from behind the iron curtain. Communism is gone and capitalism is having its day as contestants. Improvements have been made to create a two player game. The All New People's Game Show was being introduced by the 3DO demonstrators as the first party game for the 3DO system. The more people you have to play, the better the game is.

The second release from Studio 3DO was *Killing Time*. This game is reminiscent of *Monster Manor*, except you are confronted with ghost hunters and the ducks who call them. The game was still in development (they



RJ Mical and ADI's Doom character "mug it up" for the cameras.

were playing with the idea of using green blood) but the multiple levels, stairs, and basements looked very good.

The 11th Hour:

The Sequel to the 7th Guest

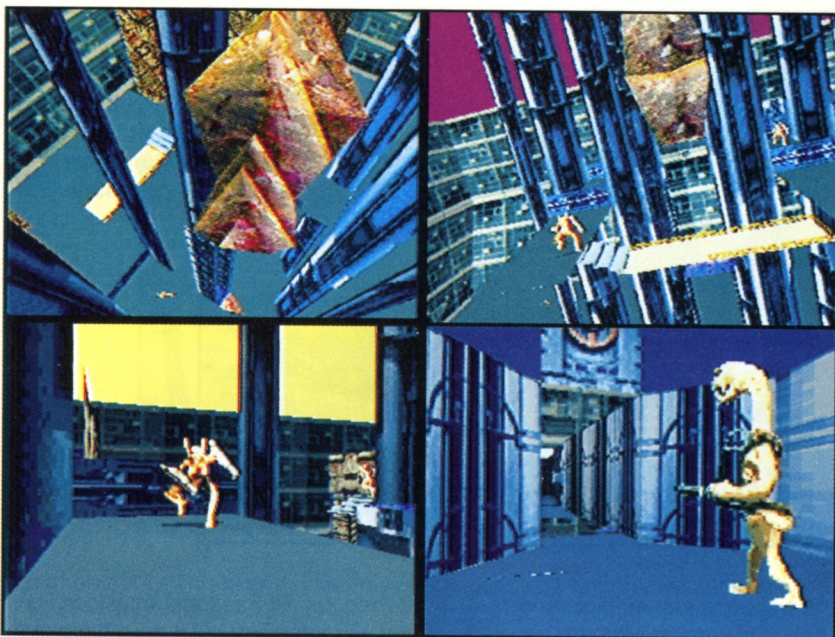
Robin Morales has vanished in the Stauf Mansion where a madman once perfected the art of murder. You assume the first person role of Carl Denning, investigative reporter for TV's "Case Unsolved". This title from Virgin Interactive Entertainment contains over an hour of full motion video with faster and smoother graphics and an all new trail of sophisticated, psychological terror. Based on an original screenplay by Matthew Costello, the title features a cast of 18 characters and was filmed on location in Oregon. The video portions play at up to 30 frames per second in a letter-boxed full screen format without the use of an MPEG board. The creators have added a series of treasure hunts, multiple endings and enough interactive gameplay to fill 2 CDs.

Creature Shock

Also from Virgin Interactive, Creature Shock sends you to investigate the space-drifting remains of the UNS Amazon. The ship was deployed in 2123, its mission was to find a new home for the dying planet Earth. Although the ship appears to be devoid of all life it is, in fact, crawling with the most incredible creatures. Creature Shock combines 3-D animation, first person point-of-view exploration and space shooter action. Pilot your path to the alien starship, battle countless aliens with grotesque powers and destroy the ultimate alien.

Rise of the Robots

Absolute Entertainment announced a Spring 95 release for their techno-nightmare title, Rise of the Robots. Electrocorp's massive robotics production plant has seen something go dangerously wrong. The powerful Supervisor Droid has taken control. His mission is to construct an army of robots which he intends to unleash on an unsuspecting mankind. You are an experimental, half human, half machine cyborg and it is up to you to end this nightmare. Rise of the Robots intends to redefine the hand-to-hand combat genre!



In Any Channel's PO'ed you are a cook and the last man alive from your regiment. You must fight to survive in a hostile land until help arrives.

SCI presents Cyberwar

SCI (Sales Curve Interactive Ltd) presented the next generation in The Lawnmower Man series. Drawing on the hit film, The Lawnmower Man, Cyberwar takes you from the previous game to the next dimension. The player again takes on the role of Dr. Angelo, pitting your physical and mental stamina against the once simple Jobe. However, he now is a psychotic virtual Cyber God who operates from within the cybercomplex of the VSI mainframe computer. You must fight your way through the military defense network to locate and destroy the Omega chip which is at the heart of Cyberjobe's Virtual City. Cyberwar also features full color footage from the film. Due first quarter of 1995.

Brain Dead 13

ReadySoft Incorporated will release Brain Dead, a bizarre comedy, horror, action-adventure. Dr. Nero Neurosis' evil is brewing deep in the bowels of the castle of the sinister brain. Lance, is the unsuspecting hero. The world's hippest computer repair guru, Lance gets a late night fix-it call to the mysterious castle. Upon reactivating the computers, Lance learns that this is no ordinary house call. Dr. Neurosis' master plan becomes all too clear, world domination!

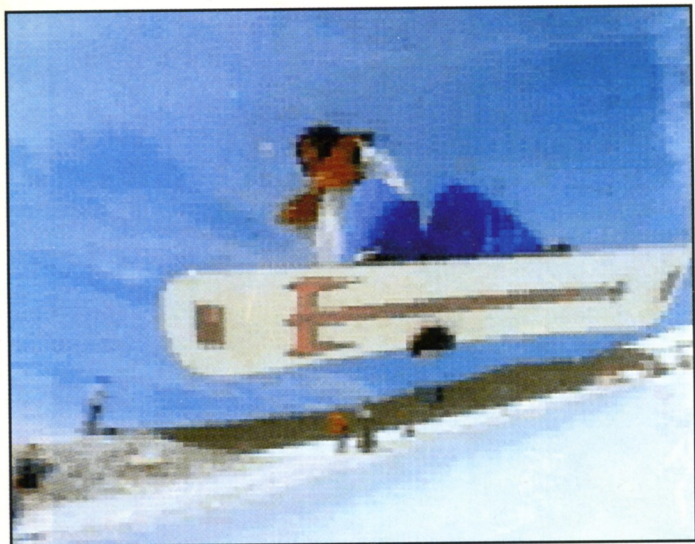
Iron Angel of the Apocalypse

This action role-playing movie, subtitled in English, is being released by Synergy Interactive. This title gives you the tension and thrills of armed duels with a range of enemy Motoids. Iron Angel brings you into two unique and overlapping worlds. The main arena is a Shooting Gallery, a full polygon true-to-life multi-level dungeon where your goal is to use your arsenal of weapons to destroy attacking Motoids as you make your way to the top of the tower to destroy the mad scientist. As you make your way through the maze you become aware of the thickening plot of the Movie World you've entered and you are the star, Tetsujin - Iron angel of the Apocalypse.

PO'ed

From Any Channel, PO'ed will be available in Spring 1995. In PO'ed you are a member of an elite space marine squad on a mission to a far off world. The squad is investigating reports of unidentified alien creatures in a strange, newly discovered metropolis. Your squad is the best in the galaxy so this should be a mere routine hunt. How wrong you are.

Your squad is annihilated in a matter of minutes and the ship is crippled beyond repair. Help is three months away and you are the cook! All you have in the midst of this vast alien city are your wits, a frying pan and an attitude. To survive you must



Learn Snowboarding from L3 Interactive's Slopestyle™.

find weapons and artifacts and engage in combat with vicious creatures. Remember they have only one goal—to destroy you!

Slopestyle™ from L3 Interactive

Slopestyle™ is an Interactive Learning Cube™ featuring 27 comprehensive lessons teaching beginners and intermediate snowboarders how to master the basics of the sport. The Learning Cube™ interface, can transport a user to any of the real-time video lessons with a click of a button. Slopestyle contains over 50 minutes of snowboarding video footage, showcasing world class riders including Nick Perata, Tom Burt and Tina Basich at their best. The soundtrack features the music of Jawbreaker, April's Motel Room, Wax, Glue Gun, Wool and Inch. Available for the 3DO system in January it has an SRP of \$44.95

Rayman by Ubi Soft Entertainment

Coming in September to the 3DO platform is Rayman from Ubi Soft Entertainment. The world of Rayman is an extraordinary graphic adventure. Explore six unusual levels and come face to face with some very strange creatures. You must help Rayman defeat the creatures, rescue his friends and restore peace to the world.

Star Trek The Next Generation

Spectrum Holobyte has announced a Spring 1995 release date for this long awaited and much anticipated title for the 3DO platform. The title features all the voices of the television cast. "A

World for All Seasons" may look like an animated film but it pulls the player into an interstellar adventure filled with action, strategy and challenging surprises as the crew of the Starship Enterprise™ becomes involved in political intrigue on an alien planet.

Flashback

This title from U.S. Gold is scheduled for a March, 1995 release. The player stars as Conrad B Hart of the Galaxis Bureau of Investigation Agent. You are stranded on a faraway planet after you discover an alien plot to overtake the earth. Features include all new enhanced cinematic sequences that tell the intense sci-fi plot in a movie-like format, 7 challenging levels of action-filled adventures taking place in 6 graphically detailed sectors, characters brought to life with live speech, all new CD quality sound effects and music, and 24 frames per second animation.

Panzer General

This title from Strategic Simulations, Inc. is an innovative approach to strategy gaming. Set in World War II the player assumes the role of a German General starting in Poland in 1939. If successful, the player then brings his tougher, more experienced "Core" group of units to the next chosen front. If unsuccessful you may find yourself in a desperate defense of Berlin as early as 1939. Features include an intuitive point and click interface, authentic WWII film footage portraying air, land and sea combat interspersed between and during combat scenarios, and over 35

progressive scenarios to play. Shipping date is expected in April, 1995.

New 3DO Controllers on Display

The 3DO Control Pad is ideal for people looking to add another controller to their existing system. The 3DO Control Pad features a seven-button configuration, an eight-way directional pad, an extended cable, and a comfortable grip. The pad works with any 3DO system and is available at a retail price ranging from \$19.95 to \$24.95.

The Panasonic Software Company, publisher of Capcom's hit arcade game, Super Street Fighter II Turbo™ for the 3DO system, is offering the 6-button Control Pad developed for this title. The pad is available for \$29.95 and can be ordered directly from Panasonic by calling (800) 332-5368.

CH Products' FLIGHTSTICK PRO™ is an extended analog joystick that offers a full range of combat features and four-way viewing allowing total command of the player's vehicle. It currently works with titles such as Road & Track® Presents The Need for Speed™, Star Wars® Rebel Assault™, Shock Wave: Operation Jumpgate™, MegaRace™, Super Wing Commander™ and VR Stalker™ and will be compatible with future games. It is available now with prices ranging from \$99.95 to \$129.95.

Panasonic has announced its plans to ship a three-button mouse for the 3DO system, providing players with an optional method of interacting with titles that take advantage of a pointing device. Expected to be available in March 1995 the peripheral currently works with World Cup Golf™ Hyatt Dorado Beach, Lemmings™ and Lemmings Chronicles™, Shanghai: Triple Threat™, Crime Patrol™, and Mad Dog McCree II: The Lost Gold™.

Return Fire

Silent Software was on hand to demonstrate their one-two player game of warfare. Return Fire boasts impressive, sound, great music, and an interesting graphics interface that changes perspective and distance based on the intensity of the action. Return Fire is playable with the Control Pad or Flightstick Pro™.

Activision Titles for the 3DO System in 1995

Activision announced several new game titles for the 3DO platform scheduled for 1995 releases. The first of these titles is *Pitfall: The Mayan Adventure*. Other titles which Activision plan to introduce for the 3DO platform in 1995 and 1996 include *Return to Zork*, *Planetfall*, *The Great Game*, and *Zork: Nemesis*.

Pitfall's feature film-quality soundtrack will boast more than 50 minutes of audio and 22 tracks of music, including a range of tribal jungle tracks, hard guitar and ominous music themes. All this from a collaboration of three prominent composers: Lee Scott, Robert Higgins and David Kneupper. The soundtrack was done using Spatializer® (3-D Sound) by Soundelux Media Labs. Known for their work in such films as *True Lies*, *Cliffhanger* and *Home Alone 2* they are considered to be one of Hollywood's best sound studios. The background and ambient sound effects were recorded live from the rain forests of Costa Rica and Central America, the home of the ancient Mayans.

Gametek's Quarantine

Quarantine is a first person driving and shooting game set in a grim future. You are Drake Edgewater, a 21st Century cab driver desperate to escape from the Quarantined city of Kemo. Your vehicle is a '52 Checker "hovercab" armed with headlight mounted machine guns. During your escape you'll have to survive bullets, mines and annoying pedestrians. Pick up and deliver fares in order to earn money for more and better weapons.

Product highlights include the unique combination of the best elements of demolition derbies, car racing games and first person shooting, and a lightning fast new 3D graphic engine which provides driving excitement with crunching action. Suggested retail will be \$49.99.

Hell A Cyberpunk Thriller

This thriller from Gametek stars Dennis Hopper, supermodel Stephanie Seymour, Grace Jones and Geoffrey Holder. The year is 2094, the Hand of God party controls Washington and the gates of Hell have opened! The player takes on the

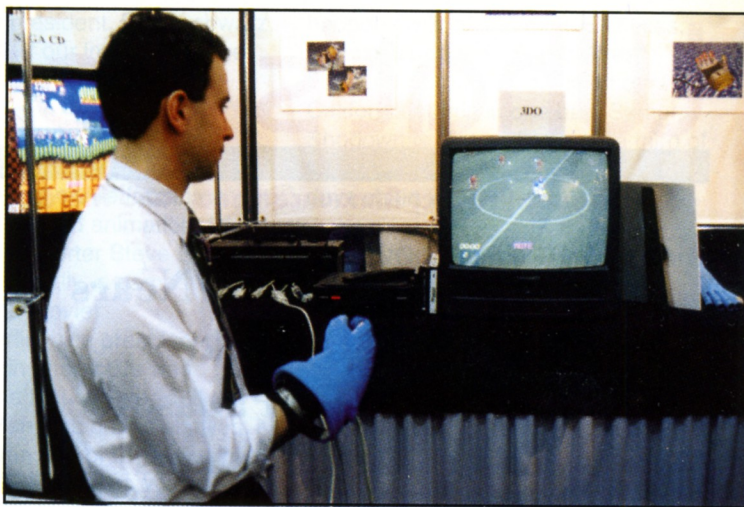
role of one of two characters, Gideon or Rachel, former investigators for the government who are now fugitives wanted for sins against the state - crimes they don't remember committing. You must journey through the underworld, consorting with demons, battling Satan and fighting to seal the gates of HELL.

Family Feud

Get ready... it's time for the Family Feud! With over 4,000 new survey questions taken from the TV show, the game can be played alone or with up to nine of your friends. Full motion video families battle against each other in Family Feud's fully rendered studio. After the host's fully digitized voice reads out the answer, ring in to guess the top survey responses from people all over the country. Product highlights include: the ability to customize the playing rules, 5 levels of computer opponents, the ability to personalize each family's name, interests, brains, hobbies and looks, 3 rounds of Game Play and 5 levels of computer intelligence to play against. The 3DO version has an MSRP of \$49.99 from Gametek.

The Glove

The Glove was being demonstrated with a 3DO player and FIFA. Conceived and designed by gamers for gamers, this product is an innovative game controller. It is engineered to read the wrist motions and various combinations of thumb and finger tip contacts. Maneuvers that require the use of A,B,C and Start controls on a pad controller can be accomplished



The Glove with a 3DO player and FIFA.

by using the fingers, with activation from the touch of the thumb. To initiate play, the player's hand should be oriented with the thumb facing upward. All directional moves, i.e. right, left, up, down, are accomplished by flexing or bending the wrist in the desired direction. The functions traditionally associated with the buttons on the pad controller have been assigned to the fingertips of The Glove. Introduced by two Long Island-based entrepreneurs, Anaphase Unlimited, Inc., the controller has been designed to work with all of today's gaming software and platforms.

Virtual Vision

This CES saw two companies announcing virtual head gear for the 3DO system. CyberMaxx from VictorMaxx Technologies provides a 64-degree horizontal field of view with 180,000 pixel LCDs with a stereo speaker system and real-time tracking technology. With a suggested price of \$799, VictorMaxx claims CyberMaxx gives a similar virtual reality experience to \$60,000 machines.

Virtual i•O i-glasses! creates the visual effect of a large virtual screen that floats in front of the viewer. The headset has two separate screens for each eye and, with the right software can create a 3D stereographic feel. i-glasses! for TV and Video only will retail for \$599 while a version with head tracking and PC capabilities will list for \$799 Both products provide full color displays and high-quality stereo sound.

What's Up!

3DO News, Product Announcements, and More!

Installed 3DO Units Nears 500,000 Mark.

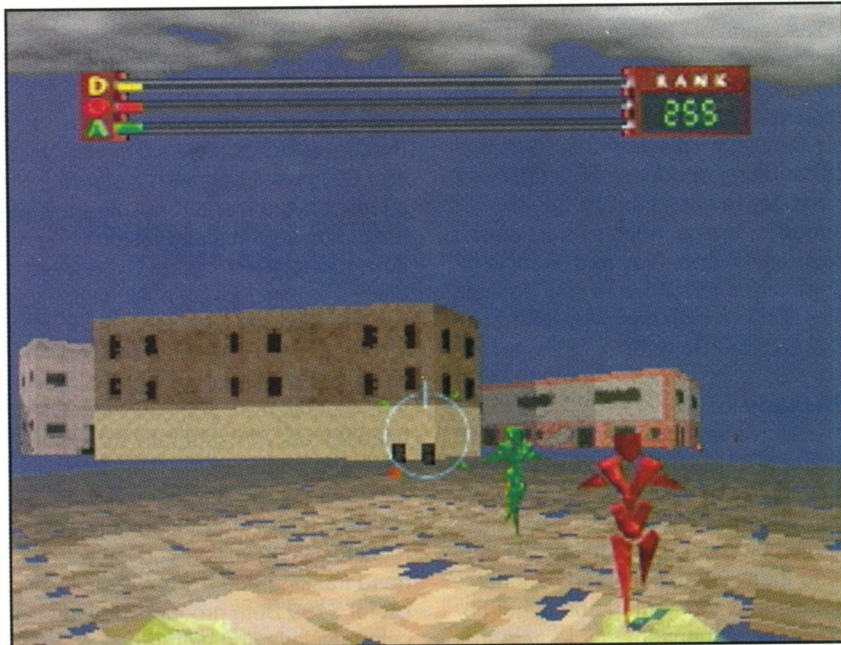
Wal-Mart to sell Panasonic REAL 3DO Systems

Wal-Mart to Carry Panasonic REAL 3DO Multiplayer and Software

Panasonic announced that Wal-Mart will begin carrying the 3DO platform in its 2,300 stores nationwide this spring. This is a direct result of a successful test conducted over the past four months in about 60 Florida stores. Gene Kelsey, assistant general manager, Panasonic Interactive Media Division said, "This reaffirms the industry's support of the REAL 3DO Interactive Multiplayer. Coming on top of very strong holiday sales, we can't be more pleased heading into the new year."

Nearly 500,000 3DO Units Installed!

The 3DO Company announced that the 3DO platform was closing in on another milestone, a worldwide installed base of 500,000 units. Trip Hawkins commented, "Reaching an installed base of 500,000 is a key milestone for every successful format. This number signifies that the 3DO format is now an important business for software companies and retailers. And we're reaching this threshold quickly, after just 15 months on the market." He went on to say, "In addition, the sales rate of 3DO systems in North America has increased steadily to the point where it is now comparable with the success



Electronic Arts' *Immernecy*™ takes the player on a trip to a fully realized, wholly integrated virtual world to save the future of Earth.

3DO GAMES SECRETS

ALONE IN THE DARK
CRASH 'N BURN
DRAGON'S LAIR
ESCAPE FROM MONSTER MANOR
FIFA INTERNATIONAL SOCCER
GRIDDERS
GUARDIAN WAR
THE HORDE
THE INCREDIBLE MACHINE
JOHN MADDEN FOOTBALL
JURASSIC PARK INTERACTIVE
LOST FILES OF SHERLOCK HOLMES
MEGA RACE
NIGHT TRAP

OFF-WORLD INTERCEPTOR
OUT OF THIS WORLD
ROAD RASH
SAMURAI SHODOWN
SEWER SHARK
SHADOW
SHOCK WAVE
SOCCER KID
STAR CONTROL II
SUPER STREET FIGHTER II TURBO
TOTAL ECLIPSE
TWISTED
WAY OF THE WARRIOR
PLUS MANY MORE SECRETS!

THE BEST GAMES! THE MOST SECRETS!

THE MOST COMPLETE COLLECTION OF
STRATEGY GUIDES AND SECRETS ANYWHERE!

by ZACH MESTON and J. DOUGLAS ARNOLD

that 3DO is enjoying in Japan. With our strong position in Japan and the North America installed base approaching 200,000 we have reached critical milestones in two major territories."

American Laser Games to Develop Entertainment Software for Girls

American Laser Games has launched a new division to develop games designed to appeal to adolescent girls. To help in this endeavor ALG has brought Patricia Flanigan to their staff as Marketing Director for the Games for Her™ division, to create interactive adventures for girls and implement a strategic marketing plan.

"We're expanding to create interactive entertainment which will be non-violent, appealing for girls, and unlike anything currently in the marketplace," said Robert Grebe, American Laser Games president. Games for Her™ will begin with two CD-ROM titles in 1995. The first title, *Madison High*, is targeted for release in the summer of 1995. The company is projecting the launch of a full menu of titles from Games for Her in 1996.

"We have an exciting line-up of four styles of interactive adventures planned, each with a unique appeal to girls age 9 to 14" said Flanigan. Patricia Flanigan was founder, president and CEO of Pieces of Dreams, Inc., manufacturer of children's specialty furniture, for five years. She founded and served as president and CEO of Colorworld, a chain of retail electronic stores. (Please see the interview with Ms. Flanigan on page 64 of this issue.)

3DO Games Secrets

Totally unauthorized and totally uncensored, Zach Meston and J Douglas Arnold bring their book, *3DO Games Secrets*, to market. The book, which retails for \$12.95, features detailed chapters on the games, complete walkthroughs, not just obvious tips on dozens of games, company address list with contact information and exclusive 3D stereograms never before seen. Zach is the author of 24 video gaming strategy books. Mr. Arnold is the author of 14 video gaming strategy books. Both authors live in the tropical paradise of Maui, Hawaii.

Immercenary™

Immercenary™ soon to be released by Electronic Arts. Immercenary™ takes the player on a trip to a fully realized, wholly integrated virtual world, where form and function have fused into one. The dark parody of addiction, and the potential for life to become a virtual battle zone, is underscored by the player's involvement in the game.

The player takes on the role of a mercenary sent to shut down the operating system of the Earth's future. Like HAL on steroids, Perfect1 (the SysOp) has reduced life to a deadly struggle for survival and supremacy. All of humankind is caught up in brutal combat, unable to unhook from the network, physical bodies gradually deteriorate and die as their minds continue to play this most dangerous game.

Producer Jim Simmons says, "By combing the mental depth of strategy games with the visceral paranoia and aggression of real-time combat games, we tried to create a level of tension that supports our story about the dark side of technology addiction." Immercenary should be available for the 3DO system in March of 1995.

Several 3DO Software Products Win Awards as Holiday Sales Soar

From announcements by The 3DO Company, this past holiday season was a spectacular success for 3DO software and hardware producers. Along with some terrific sales, the platform's new software releases also raised a few superlatives.

"FIFA International Soccer for the 3DO system is a big hit" said Lauryce

Graves, vice president, FAO Schwarz. "We sold half of our inventory in the first two weeks of carrying the product."

Demolition Man from Virgin Interactive was honored for its innovative use of movie footage and computer-generated animation. CNN Future Watch reporter Steve Baxter commented, "Finally, a game that's better than the movie!"

Scott Berlin, vice president of sales for Virgin Interactive was quoted, "In the first two weeks that Demolition Man was on the shelves, it quickly became one of the top-selling titles for the 3DO system. We've already received major reorders from our largest retailers."

Super Street Fighter II has likewise received good reviews. "Super Street Fighter II Turbo arrived in retail stores the day after Thanksgiving, and within the first two weeks of availability, retailers reported that it had sold out in many locations," said Gene Kelsey, assistant general manager of Panasonic Company's Interactive Media Division

Against a background of poor 16-bit sales, retailers reported that 3DO sales continued to increase significantly week to week. Bill Shewchuk, senior buyer for G&G Software stated, "Customer excitement about 3DO is phenomenal. When new 3DO titles come out, we have customers waiting in the stores to buy them. This

happens with all the new 3DO titles." Shewchuk added, "Super Street Fighter II Turbo sold out in all our California stores in one day. Samurai Shodown is also selling well, a third of our inventory sold out in less than two days chain-wide."

The 3DO Company and Domark Enter Multi-Year Publishing, Distribution Agreement

The 3DO Company has announced that it entered into a multi-year Affiliated Label agreement with Domark Software. The pact grants 3DO distribution rights to all Domark titles for the 3DO platform in North America. It would also allow 3DO to license the rights to publish and distribute these titles in other parts of the world. Titles currently in development include Flying Nightmares and Absolute Zero.

Flying Nightmares features more than 100 objects, vehicles, enemy aircraft, and mission objectives, rendered in texture-mapped 3D graphics. Domark's development team included an AH-64 Apache attack helicopter pilot and Desert Storm veteran. Created was an accurate reproduction of the Harrier's cockpit and weapon's system. The title is scheduled to be released in the US this spring, followed by Absolute Zero later in the year.

3



The 3DO Company will distribute Domark titles for the 3DO platform. This includes such titles as Flying Nightmares and Absolute Zero.



The first game in Bullfrog's new "Designer Series" of simulations, Theme Park, makes you a Walt Disney wannabe with the goal of building the most profitable and popular park on planet Earth.

If, like me, you partake of the occasional computer game, you're almost guaranteed to have played something created by the British lads at Bullfrog Productions Ltd. These guys burst onto the scene with a quirky little "god game" called Populous in 1989—quirky enough to sell a mind-blowing three million copies in various computer and video game formats. Bullfrog followed up Populous with a string of hits (PowerMonger, Populous II, Syndicate) and an action game that flopped big-time (Flood). Now they've

taken their latest raging success, Theme Park, and converted it quite nicely to the 3DO platform.

The first game in Bullfrog's new "Designer Series" of simulations, Theme Park, makes you a Walt Disney wannabe with the goal of building the most profitable and popular park on planet Earth. You start out by choosing a location for your theme park on a map of the world. If you want to build your park near a big city, you'll draw huge crowds, but you'll pay through the

nose to buy land; if you build the park in the middle of nowhere, the land is dirt-cheap, but you'll have to spend big bucks to make your park interesting enough to attract the ever-fickle public.

With your location chosen, the construction begins. You single-handedly build the park and place all the structures: walkways for the park visitors, snack stands, sideshow attractions, bathrooms, trees, and, of course, the rides themselves. Some rides are self-contained units of joy,

which you simply drop into your park and watch as they draw in the crowds. Other, user-definable rides—roller coasters, monorails, race cars—allow you to construct the ride paths yourself. (There's nothing quite as satisfying in Theme Park as building a stomach turning coaster with a multitude of corkscrews and loops.)

Theme Park gives you a painful amount of control over the park's rides and shops. With the park rides, for example, you can alter the cost,

Naturally, things are going to go very wrong during your first few plays

the length (a faster ride means more people can experience it, but they get less enjoyment out of it), and the capacity (try to squeeze in too many people and you risk a disaster). With the park shops, you can alter the contents of the food (more caffeine in the coffee, more ice in the drinks, more salt on the fries) or tweak the chances of winning a prize in a sideshow.

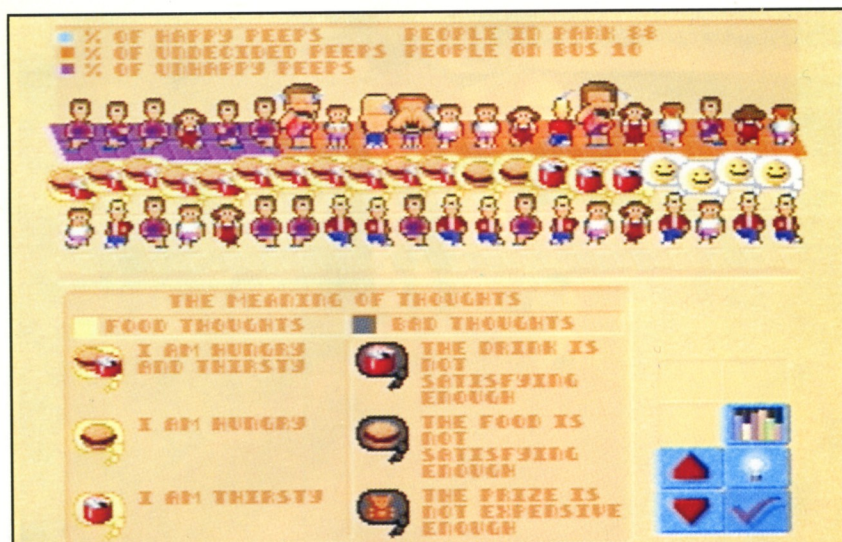
Naturally, things are going to go very wrong during your first few plays, and this is when Theme Park gets REALLY fun. Put the food court too close to the rides and watch your patrons barf their guts out; fail to hire enough security guards and watch your park become a playground for Hell's Angels; fire the mechanics and watch your rides burst into flames and explode (which would be a very cool ride, but I digress).

To truly "win" the game, your theme park must be superior to as many as 40 (!) rival parks in six categories: Richest Park Owner (achieved with effective park management and wise investments), Most Exciting Park (achieved with a healthy selection of rides), Most Amenities (achieved by building plenty of food stalls and sideshows), Customer



Spectacular View:

Graphics are a main ingredient in Theme Park. The FMV of the rides from a customer's point of view (above) are in 3DO only. The real time action of park guests (middle) as well as the easy to see and understand icon control menus (bottom) make the simulation come alive.



Satisfaction (achieved by kissing up to the customers), Biggest Park (duh), and Most Pleasant Park (achieved with a combo of aesthetic design and planting plenty of trees).

There are three difficulty levels in Theme Park. "Sandbox" is the simplest—and, in my not-so-humble opinion, the most enjoyable—of the three; all you do at this level is design your park and make sure you don't spend too much money at once. (You can always take out a loan if you're

Theme Park gives you a painful amount of control over the park's rides and shops.

perilously close to bankruptcy.)

The "Sim" difficulty level introduces the player to the joys of Research and Negotiation. The Research Screen lets you invest money in six different fields: Upgrade Ride (improve rides already in the park), New Ride Design (invent new rides), New Shop Design (invent new shops to empty your patrons' pockets), Staff Training (improve customer service), New Features (better beautification for the park), and Upgrade Facilities (bigger warehouses to store more supplies and bigger buses to haul in more visitors).

The Negotiation Screen lets you settle monetary disputes with your greedy park staff, and negotiate with suppliers to buy stuff more cheaply. The more staff and shops you have, the more frequently you have to negotiate. Make a deal and life goes on, but fail to settle a dispute and your workers go on strike and picket the park, driving customers away in droves.

The "Full" difficulty level introduces the Stock Screen and Stock Market. The Stock Screen is where you purchase supplies for your shops.



Staying Informed: Theme Park let's you monitor your customers' needs (above), gives you helpful advice (middle), and puts the operation of your concessions (below) directly in your hands.

It takes a while for supplies to be delivered, so you need to make sure you always have stock on the way, lest ye be caught without food to stuff the customers' faces. You also have to be careful not to order too many supplies, because any stock that can't fit into your warehouse is, to quote the Theme Park manual, "left to rot."

The Stock Market is where you buy and sell shares of stock in theme parks, including your own. If too many shares of your park are bought, your

Theme Park's well-designed interface uses every button on the 3DO controller.

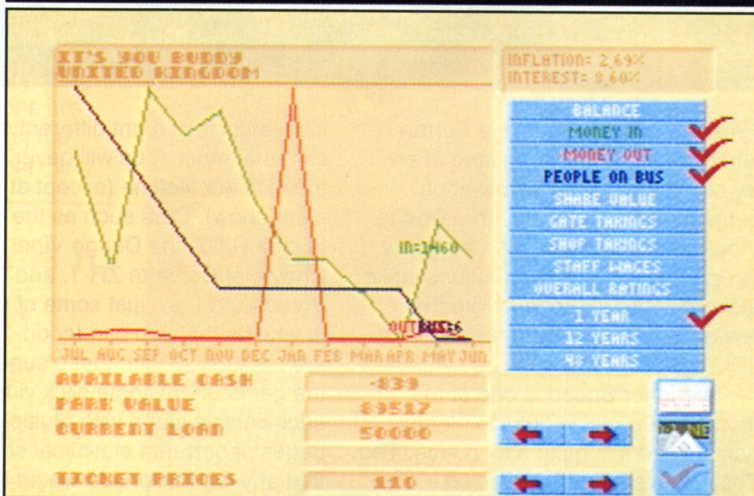
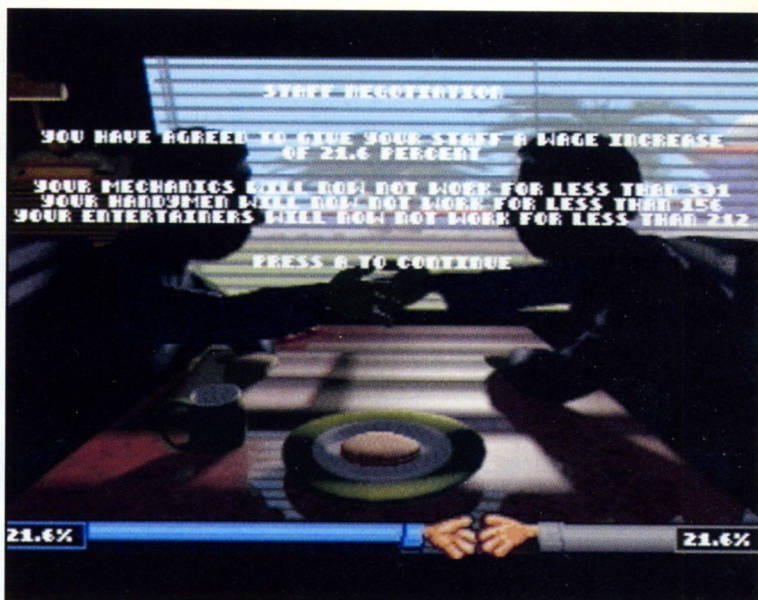
profits dwindle to nothing, so it's crucial to invest in your own park's stock as well as others.

Theme Park's well-designed interface uses every button on the 3DO controller. Most menus are accessed with the Left Shift button, and the menu icons chosen with the A or B buttons. (The A button usually brings up a detailed menu, while the B button brings up a quick-selection menu.) There's also a built-in tutorial mode that walks you through the controls while you build a teeny-tiny theme park.

The graphics in Theme Park are excellent, from the 3D-rendered intro sequence to the angled-overhead-view visuals in the game itself. The tastiest piece of eye candy is the "Interactive Movie" feature (exclusively found in the 3DO version); this lets you "experience" each ride by watching a 3D-rendered animation from the rider's perspective. The sound effects and music are good, but not great.

The verdict: Theme Park is quite a fun game, but there's definitely a learning curve involved—this ain't a game you can jump into right away. After a few hours, though, you'll be building parks like a pro and loving every minute of it. If you're a fan of strategy games or SimCity-type games, take a ride on Theme Park.

3



The Art of the Deal: Theme Park is a full simulation. Whether it is a negotiation of wages or supplier costs (top), monitoring your resources (middle), or keeping an eye on the maintenance of your park (below), you responsible.



Rack up
some miles
with EA's
newest hit.

Reviewed by
Kraig Kujawa

Ever had the urge to take a Ferrari and drive it on the wrong lane of an icy two-way highway? How about outrunning a police car with a Dodge Viper down the middle of a busy city street? If any of these situations strike a chord, you will probably like the newest effort from Electronic Arts for 3DO systems.

Need for Speed is one of the more unique racing titles to hit any game system in quite a long time. The Test Drive series of games on the IBM-PC and Amiga computers were the only other games to offer this type of gameplay, and it is no coincidence that this same team of programmers wrote Need for Speed years later.

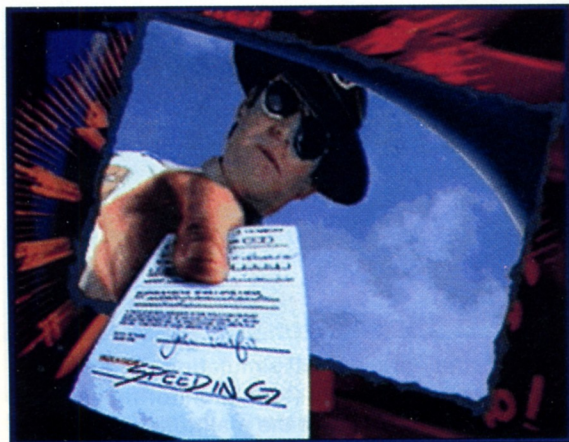
Need for Speed is unique. It is a true simulation instead of just another arcade-type racing game. The

simulation is of eight different exotic cars that most of us will never get to touch in our lifetime (except at maybe a car show). Cars such as the new Mazda RX-7, the Dodge Viper, Chevrolet Corvette ZR-1, and the Porsche 911 are just some of the sets of wheels that you can try on. If you are not familiar with these super-cars, the game offers some slick video of each vehicle along with multiple pages of narrated statistical sheets that any car aficionado would be proud of.

Once a car is selected, the user can choose whether they want to race against the clock, or against the very annoying computer opponent named "Mr. X". Mr. X has a great talent for being obnoxious and over-zealous in his numerous video clips one of which

is shown after each race. He is also pretty nasty when you are racing him. He is not very conservative or shy about using his horn or denting your fender.

Each race consists of a track divided into three sections. There are three different tracks to choose from—the city, a windy Alpine track, and a seaside track. Each has its own very distinctive characteristics such as type of road, weather, scenery, and difficulty. After each section of the track is completed, race statistics are displayed. Information such as elapsed time, top speed, average speed, and points are displayed for both you and your computer opponent (if you chose to race against him). If you happened to do really well, your "high score" in a



Busted: Get too many speeding tickets (left) and you will be arrested and unable to finish the race.



specific category is recorded. Overall race scores are tabulated from a number of factors such as the amount of crashes, top speed, number of speeding tickets, etc. If you crash too many times, you will run out of cars and you won't finish the race in order to get a final score.

Need for Speed's strength is in its stunning 3-D visuals. The cars made of texture-mapped polygons are simply beautiful and very realistic. Every vehicle on the road, including yours, moves and looks like the real thing.

Need for Speed's strength is in its stunning 3-D visuals.
The cars made of texture-mapped polygons are simply beautiful and very realistic.

Need for Speed provides three different camera views while driving on the road: cockpit, chase, and sky camera. Although only three views are available during actual play, the number of cameras is doubled if you choose to view an instant replay. New cameras such as the opponent camera and cop camera are some of the extra views available in replay mode which you can rewind and fast-forward to any point of the race. These replays and extra camera angles are essential to view some of the spectacular crashes that can occur when driving a sports car at 200+ miles per hour down a busy city street. I never saw cars fly and do flips in the air before I played this game, but they are in abundance when you crash in Need for Speed.

Need for Speed isn't perfect, it has a few flaws here and there. Although the audio is great in Dolby Surround Sound, the actual sounds, in particular, the monotonous car engine could have been a little better. Another weird flaw is when you are going super-fast around 200 M.P.H., it doesn't seem much faster than when you were going 100 M.P.H. Ironically, as a result, you are sometimes left with the need for more speed.

Despite the occasional flaw, Need for Speed is a great



Realistic action and scenery dominate this game or should it be called a simulation?

title. Although I have a high opinion of it, I know that this game is definitely not for everyone. People that are looking for an arcade-action style racing game will find Need for Speed very different. Need for Speed is for fans of realistic driving, and for gamers that are looking for something just a little bit different from standard 3DO fare.

Getting Into—

The **NEED** For **SPEED**



Secrets:

Whether you are flipping everyone else, peeking at Need for Speed's programmers and artists, or racing a special scooter, you will need to access them through special secret codes.

Practice Mode

- 1 In control central go to the Options Menu
- 2 Highlight Skill Level
- 3 On Control Pad 1 press X + Right Shift + A + Left Shift in rapid succession continuing to hold each one down (so at the end all four are held down) - this takes practice!
- 4 If you are successful, the Skill Level indicator will turn from yellow to pink
- 5 Now go into the game and there will be no traffic or cops
- 6 No records or scores can be saved in this mode

Driving Team Picture

- 1 Wait till credits start rolling, press Right-Shift button on Control Pad 1

Turn off Dash (boosts frame rate)

- 1 While in in-car cam during the game, press UP + A + Left Shift on Control Pad 2
- 2 The first press turns off the dash and shows the heads up display (HUD) and mirror at the bottom of the screen
- 3 Pressing this sequence again turns off the mirror and shows only the HUD
- 4 Pressing this sequence a third time turns off the HUD

Rocket Scooter

- 1 Play the game for at least 10 seconds
 - 2 Go into instant replay and rewind to the very start of replay buffer
 - 3 Press RightShift+Down+B button simultaneously on Control Pad 2
 - 4 If you do this right... when you exit game and race against an opponent... you will find that you are racing against a rocket scooter
 - 5 Reset/Reboot 3DO to get out of winter driving tests mode.
- P.S. Special Thanks to Sheila Allen (our track wizard) for this comical art rendition of herself on her 49cc scooter, and Markus Tessman for creating a full 3D model rider and scooter.

Winter Driving Practice Mode

Driving on ice here in Canada is fun ... but can be very costly as your car slips away from your better intentions into curbs, trees and ditches. We have added this little easter egg to help you practice driving on slippery surfaces safely. Be warned though... we have had to code in limited forms of traction control for all these exotic powerful mostly-rear-wheel-drive-beasts to keep them somewhat drivable on the icy track... do not try this is real life !

Our sincere thanks to Electronic Arts for supplying these special codes By Wei Shoong Teh.

Tip: Go easy on the gas and brakes (yes even anti lock ones) and always steer wheel in the direction you want to go and in the direction of the slide to prevent the rear from overtaking the front. Note : This requires Practice Mode Easter Egg to be enabled first (see Practice Mode above)

- 1 Play game for at least 10 seconds
- 2 Go into instant replay and rewind to the very start of replay buffer
- 3 Press B on JoyPad1 PLUS Stop+Start+C on JoyPad 2
- 4 If you do this right... you will see a Car Crashed info flashed on the screen for a second
- 5 Exit game, select race against clock on Alpine track. When you get to Segment 3 of Alpine track you will find even the road is covered with black ice for much reduced friction.
- 6 Reset/Reboot 3DO to get out of winter driving tests mode.

Nitro Charging Performance Boost

Increase your engine torque and power by 20-30%. Get out and reset fastest times again!

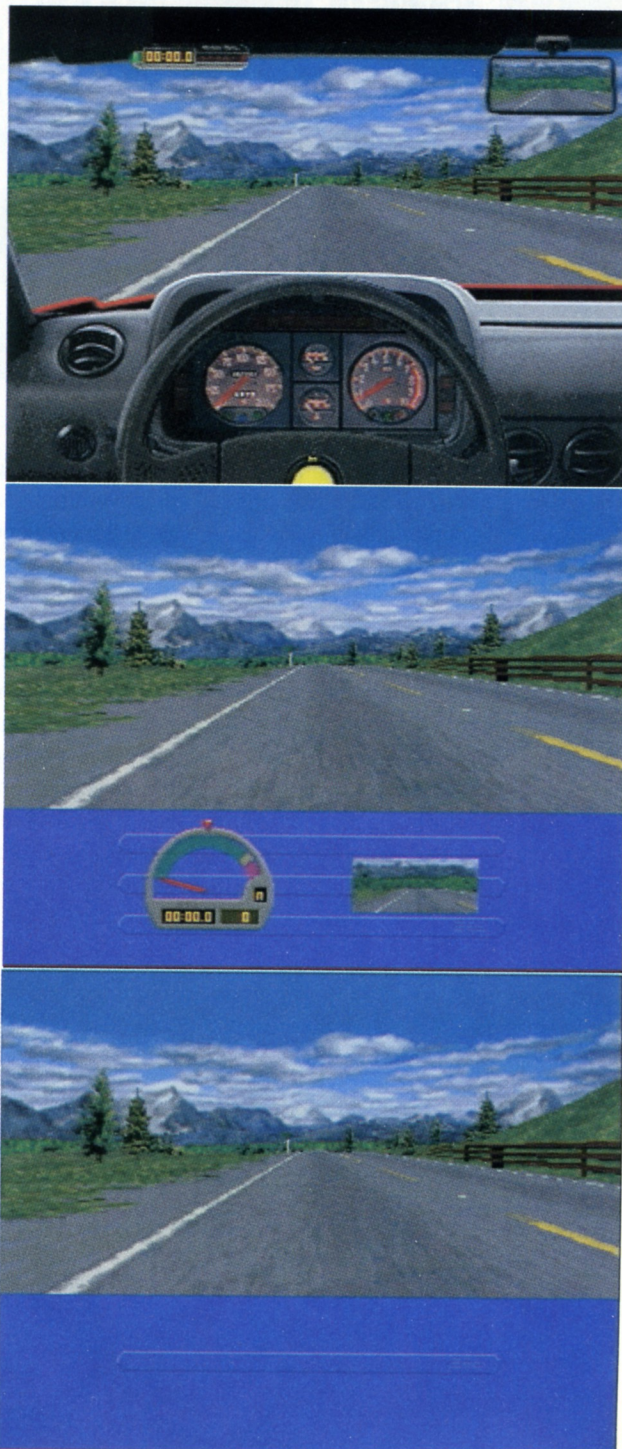
(Sorry, but our automatic integrity check code that guard against performance tampering will attempt to electronically limit top speeds to Road & Track Published Figures)

- 1 Enter a game and immediately...
- 2 Press LeftShift+RightShift+UP on JoyPad2 PLUS LeftShift+RightShift+A+C on Joypad3
- 3 If you do this correctly.. you will see a "car crash car left" message flashed for a second
- 4 Exit Game and in all subsequent games you play, engine torque and power will be increased by 20% for the faster cars and 30% for the slower ones to keep them more on the same playing field.
- 5 Reset/Reboot 3DO to get out of Nitro Charging mode.

Traffic Jumping

- 1 Start the game and during the loading screens press and hold (simultaneously) Left Shift, Right Shift, and Left on Control Pad 1
- 2 Quit the game
- 3 Restart again, and during loading screen press and hold (simultaneously) Left Shift, Right Shift, Up, then Quit when in game
- 4 Restart again, and during loading screen press and hold (simultaneously) Left Shift, Right Shift, Right, then Quit when in game
- 5 Restart again, and during loading screen press and hold (simultaneously) Left Shift, Right Shift, Down
- 6 Don't quit, but start driving, and when you see any traffic press the X button (handbrake) and watch them fly in the air around you

3



Faster Frame Rates:

With the in-cab camera, you have a choice of using the full dash, partial instruments, or none. If the computer is not monitoring these devices, you can achieve a faster frame rate.



Activision's addictive Shanghai comes to the 3DO system.

reviewed by
Jason D'Aprile

Activision's Shanghai has been around for quite a few years now and on virtually every platform imaginable. Since Shanghai's release in 1986, it has proved to be very popular and addictive all around the world, spawning sequels and countless clones. So, it's not hard to see why Activision chose Shanghai: Triple Threat as their first 3DO release.

Essentially a quick port over from previous PC versions (just in time for the holiday season), Shanghai: TT doesn't sport much of anything in the way of multimedia/CD style features. No full motion video, digitized actors,

or voice—just simple gameplay, attractive graphics, and some neat little tile animations and sound effects. And really, it doesn't need much in the way of gimmicks. Shanghai is—always has been—a good, solid and entertaining game.

Original Shanghai uses the ancient Mah-Jongg tiles to create a totally different game that is a cross between concentration and pick-up sticks. The tiles are stacked in a descending fashion—highest at the very middle of the pile and then descending in tile height outward. This pile of tiles is known as "The

Dragon." The object is very simple, remove matching pairs of tiles in an effort to clear the table. To move a tile, it must be able to slide either right or left with no other tiles in the way and no tiles on top of it. Shanghai is as simple to play as Tetris and just as addicting which is to say, "Very."

In addition to Classic Shanghai, Activision has thrown some other keen variations into the mix. The Great Wall has the tiles standing upright like a wall, instead of stacked on a table. Take a piece from the lower rows and the tiles above it will fall down to take its place. In the Beijing game, you can slide tiles or an entire row of tiles right or left to create multiple matches at once by having like tiles touch each other. The third game, Golden Tile, is a two player competitive game where the players try to rapidly clear their tiles in an effort to reach the golden tile. All of the various games are very interesting and fun to play.

Other options include musical and Zodiac tile sets, various tunes to listen to, the option to turn the time limit off, and varying difficulty levels. Up to 2 can play, though a four player mode would have been appreciated. The game will support the eventual 3DO mouse. The stock controller tends to be a little inaccurate at times when zeroing in on that certain tile.



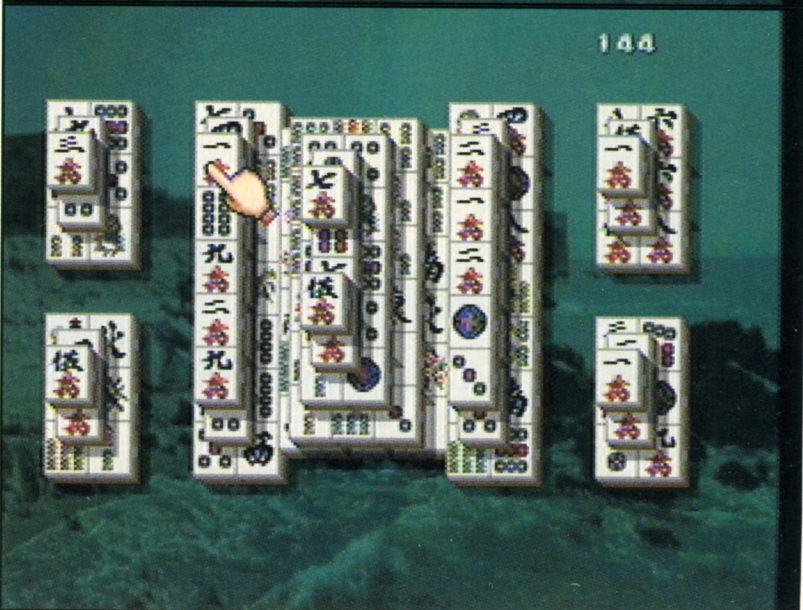
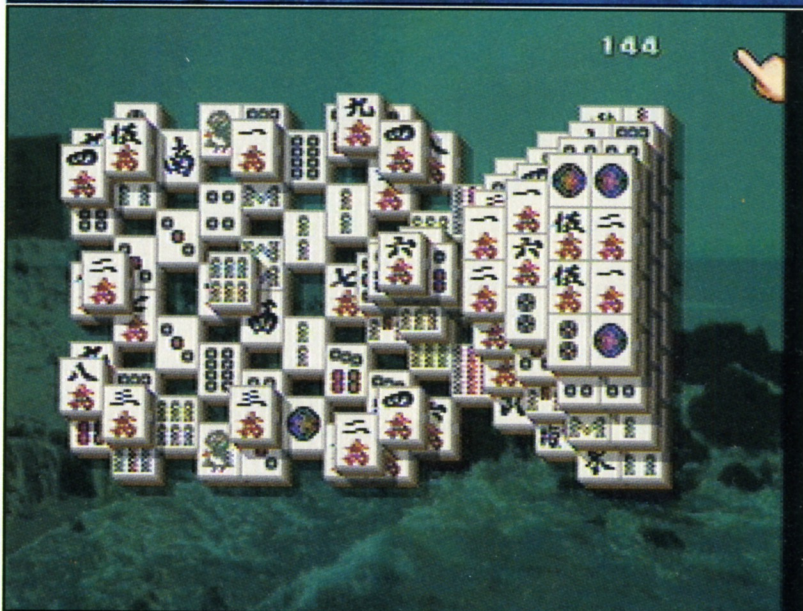


Options:
Shanghai: Triple Threat offers a variety of different game play.

In Arcade mode, you must follow a course along the Great Wall of China in an effort to complete 30 stages of timed (or not, if you turn off the timer) competition. This mode includes bonus stages, set amounts of help and take back commands, and passwords after completing a round. One or two can play as well. In fact, player two can join in at any time.

In addition to Classic Shanghai, Activision has thrown some other keen variations into the mix.

Shanghai is a good, solid game that will especially appeal to older players. Its simplistic gameplay makes Shanghai: Triple Threat unlike any other strategy/puzzle style games available for the 3DO (Lemmings, Incredible Machine and Gridders). I have always liked Shanghai, since I first played it on the old C64, and the 3DO version is probably the best version of the game yet. Next year, a doctored up, multimedia version comes out for the PC, complete with a "Hollywood" actress as your guide. Don't expect to see anything like that in Triple Threat. And, after playing it awhile, don't expect to need any of those gimmicks to keep you involved either.





Return Fire is perhaps the best two-player game to come out for any video game system in a long time. Rarely does a game hit the shelves that successfully balances the elements of action and strategy to produce such an entertaining title.

The goal in Return Fire is simple—capture the enemy flag before he captures yours. Each player's flag is hidden randomly within one of the many "flag containers"

Baron R.K. Von Wolfshield has created a dynamic game of destruction and competition for his Silent Software

by Kraig Kujawa

scattered inside each other's base. To find this coveted flag and bring it back to base, a healthy mix of tanks, armored vehicles, helicopters and jeeps must be used to infiltrate your opponent's heavily defended bases.

Each vehicle has its own strengths and weaknesses. Armored rocket launchers pack a tremendous wallop and can plant very destructive mines. Unfortunately, turtles have been clocked at faster speeds. If you need speed, helicopters are the way to go. They have good weapons, but are very hard to control, and must return back to the launchpad to refuel

and rearm. All of the vehicles at your disposal have a limited amount of ammo and fuel. Thankfully, all of the vehicles except for the helicopter can replenish their needs during battle by driving up to fuel and/or ammo dumps (either friendly or foe) scattered around the terrain.

In addition to mastering each vehicle, many types of strategies can be employed to delay your opponent from finding your flag. Techniques such as destroying vital bridges that lead to your base or the dirty trick of moving your own flag into the middle of a large lake are some of the



Results:

When you are victorious, they give you a ticker tape parade (left). But, lose a vehicle and the game laughs at your incompetence (above).

DON'T PLAY IT, DO IT.



BE ALL YOU CAN BE...
1(800)USA-ARMY

The Pause That Recruits:

Place Return Fire on pause and you may be inspired to join up.

strategies that can make the game a fun and tedious one. If you are purely a man of action, you can always just dive in with your guns blazing and bet on luck that you will find his flag before he finds yours.

Unfortunately, Return Fire's one-player mode is not nearly as fun as its two-player mode. Instead of competing against the computer to find each other's flag, you are the only one taking part in the flag search. The computer defends its position with an automated cannon and helicopters. You lose when you lose all your vehicles. You will probably call it quits before then when you realize that you need a particular vehicle type's special abilities and all of yours are destroyed. Although this one-player mode may be challenging for inexperienced players, seasoned veterans may find it boring. *Editor's note: With all due respect to Kraig, we have had the one-player mode setup for awhile and it is always fun to go back to.*

Return Fire has above average graphics, and the sounds aren't bad either. The music, however, steals the show. Return Fire spools many popular, classic CD soundtracks during battle that really help set the mood. For instance, "The Ride of the Valkyries" is played when the helicopter is in flight, while the playful "The Flight of the Bumblebee" is played while the small, fast jeep is on the battlefield. This is truly one of the most effective uses of music I have had the pleasure of hearing in a game.

Return Fire does have its shortcomings, unfortunately. Although the game is very good, it had the potential to be even better. For instance, there are numerous different structures within each base such as bunkers, tents, and guard towers. Unfortunately, none of them serve any purpose beyond cannon-fodder. Watching these buildings crumble and explode is all very nice, but



Changing Perspectives:

Whether you are playing alone (above and middle) or against an opponent (bottom), Return Fire's viewing perspective changes as the game and fighting intensity changes.

surely some element of the game could be added or improved by utilizing all of these. *Editor's note: If you demolish buildings with people in them, they will throw damaging grenades at you as they hurry away.*

Perhaps the worst complaint about this title is that no printed instructions were included with Return Fire. All of the instructions are "on-line" and accessible from the main menu. Unfortunately, these on-line instructions are very vague and incomplete. There are many important commands that were simply left out of the manual that by no means should have been. The only way I found out about them is by reading some messages the programmers left on the Internet. *(Don't miss the special instructions supplied by Silent Software on the next page.)*

I must recommend it as a very entertaining two-player game. The two player mode is so good, it can upstage your efforts when playing alone. Either way, mass destruction as well as some of the best sound effects and background music work available are on this title.

UNDOCUMENTED COMMANDS
 A+B - Changes zoom factor in scaling
 A+B+C - Auto-destruct your vehicle

RETURN FIRE Levels

One player

2	TNOD
3	YALP
4	HTIW
5	LAER
6	SNUG
7	TSUJ
8	SIHT
9	EMAG

Two Player

2	POTS
3	SRAW
4	TAHT
5	LLIK
6	EVAS



Beginning and End:

You start in the Bunker (top) by choosing the vehicle you need based on its abilities, armament, and availability (middle left and right). To win, you must grab your opponent's flag with your jeep and carry it back to your bunker (bottom).

Getting Into—

RETURN FIRE

The following codes and instructions were provided by Silent Software and Prolific Publishing

I. GENERIC HINTS

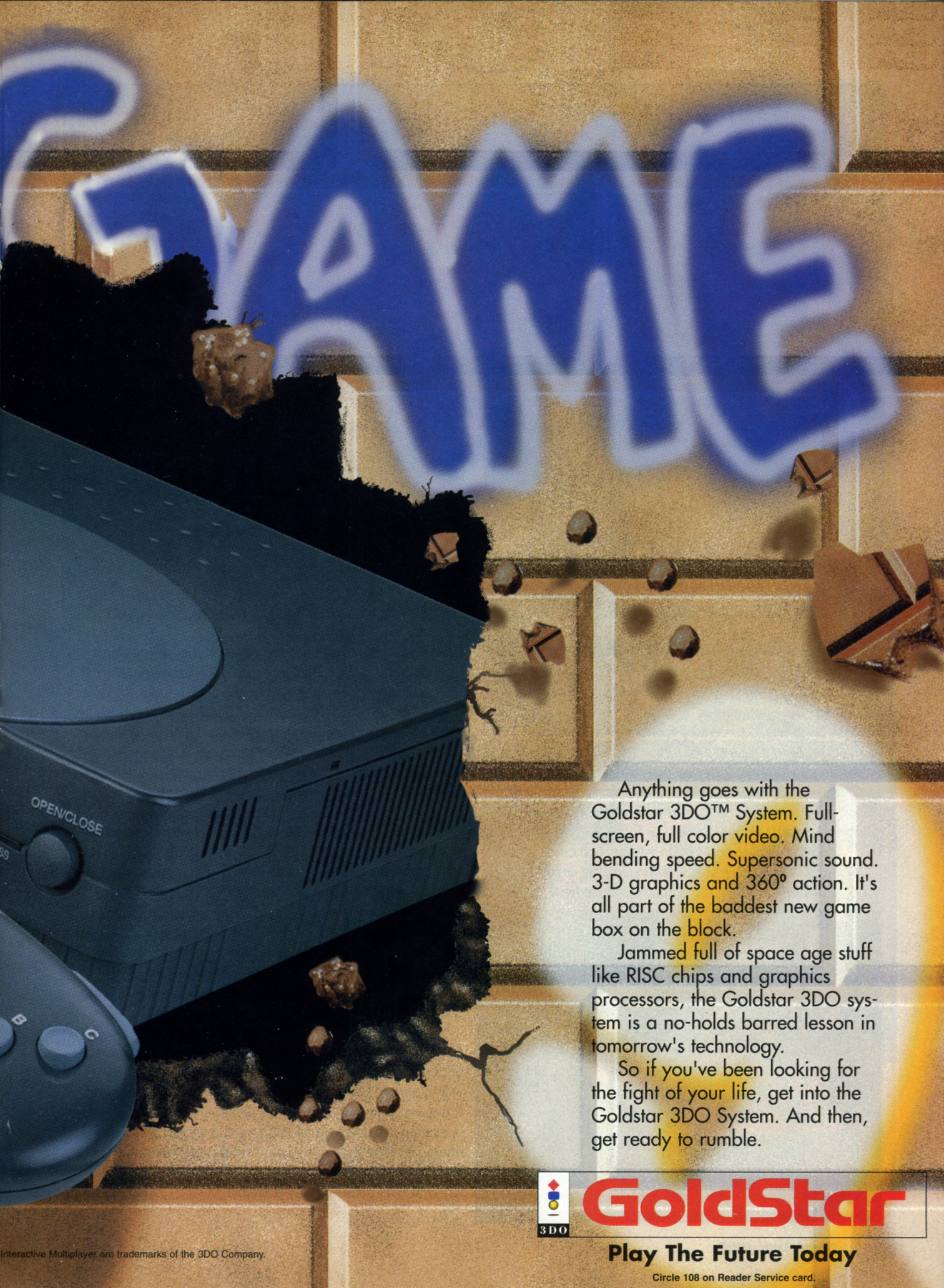
- A. Bring your vehicles back to your bunker before they are completely destroyed. The bunker will repair all damage.
- B. You can self-destruct by pressing [A]+[B]+[C]. You will sacrifice the vehicle, but it's a quick way to get back to your bunker.
- C. Never cross bridges with Drones on your tail. Drones will continue to fire at you as you move and will destroy the bridge behind you.
- D. Keep moving to avoid enemy Drones. Drones are launched when you stop moving.
- E. The submarine is deadly and cannot be destroyed. Once it fires a heat seeking missile at you, you're dust unless something else is closer to the missile. The missile really is heat-seeking and if something else—say a Drone or even your enemy - is closer to the missile, it will be taken out and not you (even if you're the one that caused the sub to surface)! With a bit of practice, the heat-seeking missile can be used quite creatively.
- F. Always check the map when you're in the bunker. It is constantly updated and will show you how the terrain has changed. It will also show your enemy's position on the map as he moves around.

II. TWO PLAYER HINTS

- A. Learn to play very well.
- B. If your enemy finds your flag, take your Jeep and go retrieve your own flag. Then, either:
 - 1. Hide it behind a building near turrets.
 - 2. Move it to the farthest location on the map.
 - 3. Bring it back to your own bunker. (It will be randomly placed in a new Flag Tower.)- or -
 - 4. You can take it out to sea, and it will slowly float back to shore. (Let your enemy have fun trying to find a moving flag!)
- C. Lay mines on:
 - 1. The enemy's useful bridges instead of destroying the bridge. When your enemy hits the mine you will have taken out an enemy's vehicle and destroyed a useful bridge.
 - 2. On or near your flag.
 - 3. On or near your enemy's Bunker.
 - 4. The Helicopter can remove mines by firing rockets (and only rockets) directly at the mines.
- D. Use radar screens to:
 - 1. Keep track of where you are located.
 - 2. See your enemy.
 - 3. Prepare to fight an approaching Drone.
 - 4. See mines (You can't see them on the map).
- E. Use the Jeep Beacon light:
 - 1. The beacon lights green and chimes when you are headed towards your enemy's exposed flag.
 - 2. The beacon lights bright red when you are facing your bunker.
- F. Learn to play very well.

Codes and hints provided by
Prolific Publishing
P.O. Box 5000
Burbank CA 91508-5000





Anything goes with the Goldstar 3DO™ System. Full-screen, full color video. Mind bending speed. Supersonic sound. 3-D graphics and 360° action. It's all part of the baddest new game box on the block.

Jammed full of space age stuff like RISC chips and graphics processors, the Goldstar 3DO system is a no-holds barred lesson in tomorrow's technology.

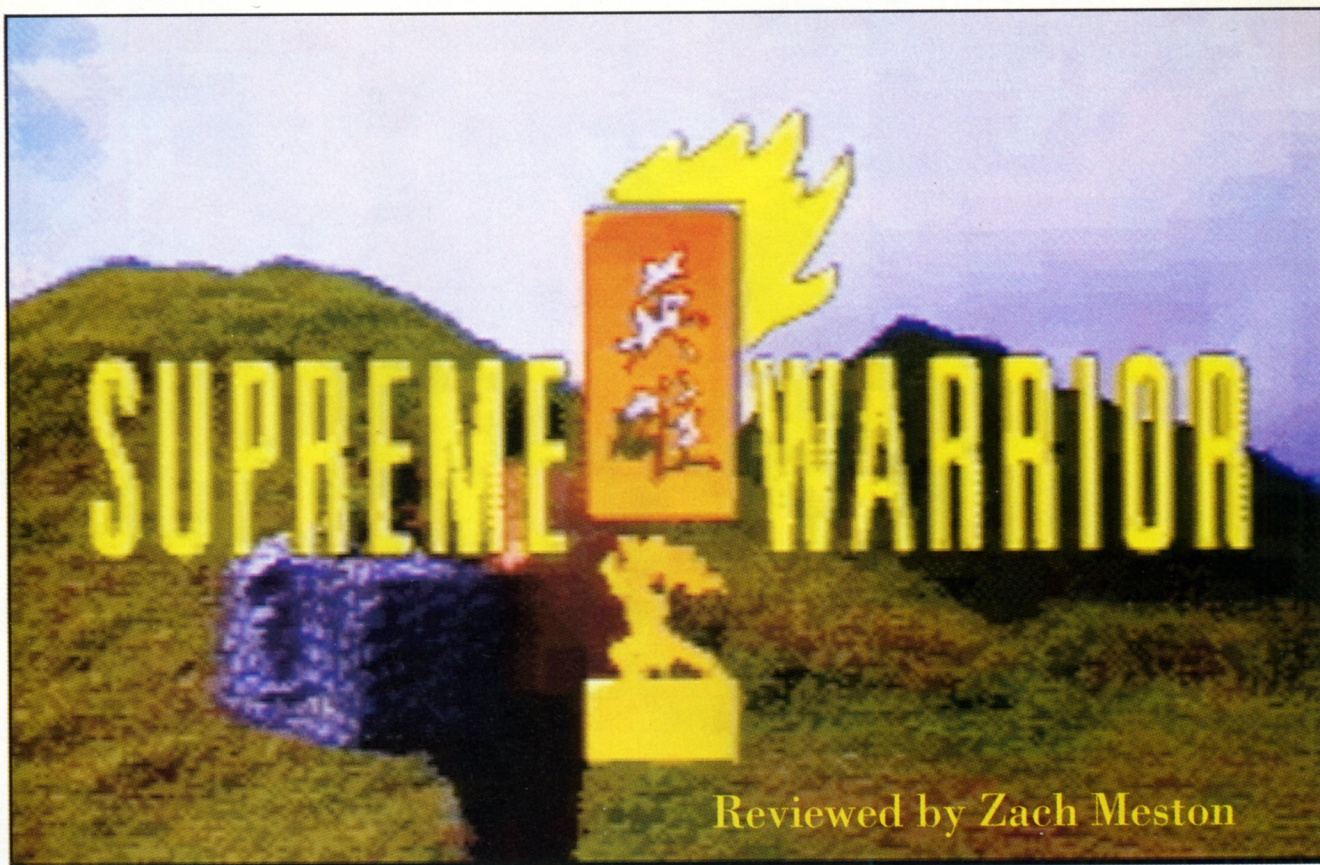
So if you've been looking for the fight of your life, get into the Goldstar 3DO System. And then, get ready to rumble.



GoldStar

Play The Future Today

Circle 108 on Reader Service card.



Reviewed by Zach Meston

Because I'm a video game journalist by trade—and a guy with way too much free time on my hands—I'm intimately familiar with the works of Digital Pictures. This company has been releasing games for the past three years, mostly on the Sega CD, but recently branching out to more advanced CD-ROM systems, including the 3DO platform. You may have already played their two previous 3DO titles: *Sewer Shark*, a futuristic shoot-'em-up, and *Night Trap*, a horror-movie spoof known to cause epileptic seizures in U.S. Congressmen.

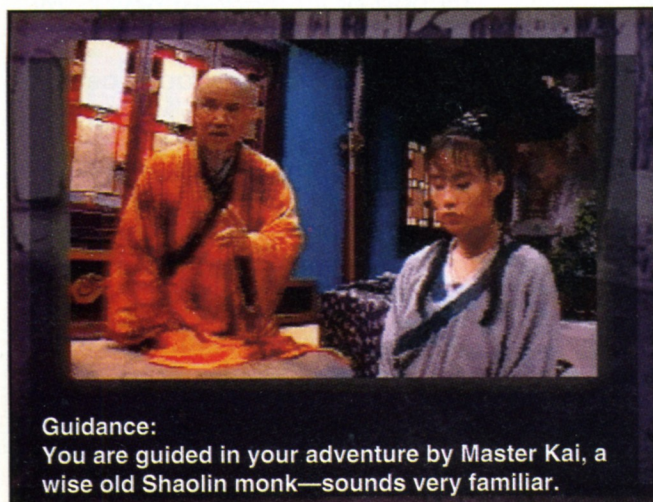
Supreme Warrior is Digital Pictures' first crack at the fighting-game genre, which is getting mighty crowded in the 3DO arena. Players can already choose from Super

SF II Turbo, *Samurai Shodown*, *Way of the Warrior*, and *Shadow: War of Succession*. What does *Supreme Warrior* have that these games don't? As the box proudly declares: "Over 2 hours of full motion video." That's right, friends and neighbors, this game is full-on FMV (Full Motion Video).

The story line of *Supreme Warrior* is a bit complicated: you're a member of the White Robe clan, assigned to deliver one-half of a mystical mask to Master Kai, a wise old Shaolin monk. When you arrive at Kai's village, you find him under attack by Fang Tu, an evil warrior who's wearing the other half of the mask on his ugly mug.

To prevent Fang Tu from reuniting the mask halves and gaining untold powers, you have to pit your bad self against a total of twelve fighters: eight bodyguards, three warlords, and Fang Tu himself. Before you can fight a warlord, you have to defeat his bodyguards, and before you can fight Fang Tu, you have to defeat all three warlords. The bodyguards are relatively whimpy, while the warlords are considerably tougher.

During a fight, the FMV window shows your opponent throwing blows and insulting your manhood. When your opponent lets his or her guard down, you have to strike with a punch, palm heel, or kick. Punches and palm heels are used when the opponent is close, and kicks when the opponent is at long range. You have a limited amount of attack chi (energy), so you can't hit the controller buttons like a crazy person; you have to know when to strike and when to hold back—timing is critical.



Guidance:

You are guided in your adventure by Master Kai, a wise old Shaolin monk—sounds very familiar.



When your opponent throws a punch or kick, you have to block the blow or suffer loads of damage. If you block the attack at the precise moment, you regain some of your health. Blocking is the most important skill in the game—if you can't block the stronger opponents, you'll be knocked on your booty in seconds.

At the start of the game, you're only able to throw regular punches and kicks. By defeating bodyguards and warlords, you earn secret moves and special skills. The special moves are much more damaging than regular attacks, while the special skills (there are nine in all) give you various abilities, such as restoring your health or making you temporarily invincible. Best of all are the dirty tricks, which are wicked secret moves you can only use in the final battle against Fang Tu.

Supreme Warrior offers three difficulty levels: Apprentice, Master, and Supreme. On the Apprentice level, icons appear at the edge of the FMV window to show you where and when to strike the enemy; on the higher levels, you're on your own. You are a gaming god if you are able to beat Supreme Warrior on the Supreme level.

The quality of the full motion video is good throughout the game, although it doesn't seem quite as sharp as the FMV in Road Rash or Shock Wave. There isn't much music to speak of, but the sound effects are plentiful and satisfyingly loud. There's even an option to switch between English and Cantonese dialogue, which will no doubt appeal to the huge Chinese 3DO user base.

The verdict: Supreme Warrior is more playable than most full-motion video games, but nowhere near as playable as a real fighting game. If you're a fan of full motion video, you'll thoroughly enjoy Supreme Warrior. If you prefer conventional beat-'em-ups, the FMV and the critical timing required for your responses may get in your way.

3



Point Of View:

Supreme Warrior offers a unique first person point of view in a Full Motion Video fighting game. Whether you are attacked by a warrior's bodyguards (top right and left), helped by an attentive assistant (middle) or feel the scorn of an opponents gloating win, Supreme Warrior is definite "in-your-face" action.



**Reviewed by
Robb James**

***Jammit!* allows you to become a trash-talking, cocky, but talented, B-ball competitor—and you don't even have to sweat.**

Do you ever watch a basketball game on television or a pick-up game in the park and think to yourself, if I were only a couple of years younger or a few inches taller, I could do that! Don't let that stop you anymore, because *Jammit!* on the 3DO system

Demo, One Player, Two Players, and Options. Demo just allows you to sit back and watch the game run itself. It familiarizes you with the different courts, players, and their stats.

Each player has their own strengths and weaknesses. There

Chill is another vicious competitor, at 5'11" and weighing in at 185 pounds. He is a cutthroat defender, who can slap the ball away and block almost any dunk. On the other side, he's the best dunker of the three. He is the strongest of all players.

There are eight initial levels of play, but you cannot just pick and choose whichever one you want. You must graduate from the first to the next.

allows you to become a trash-talking, cocky, but talented, B-ball competitor—and you don't even have to sweat. This game is a series of various one-on-one competitions, ranging from your average one-to-21 point contest to a level called Frenzy.

The first choice you have to make is the mode. Your four choices are:

are three characters you can choose to be. Slade is tough enough, and looks as though he could beat you at football. He is 6'2", and 180 pounds. He is the fastest of them all, if you're aiming for speed. However, long-distance shooting is not his type of game.

Roxy is your last choice, and my personal favorite. Why? Because she is very deceptive—and tough. Roxy is 6'1" and 140 pounds. She's not afraid to take the ball to you and get to business. Her long-range shooting is her best quality, which is a big help if you choose her and are losing by four or five points. She is



also the highest jumper. I've played with all three characters, but have gotten the farthest in level progression with Roxy.

You will find one last character in the instructional booklet that comes with the game. His name is Judge, and according to his bio, he's even better than Roxy. He is six feet, four inches tall and weighs 205 pounds. He uses it all to his advantage, to earn him the title of the best player on the court. Unfortunately, he is not one of your main choices of characters. Why not? I don't know. If you get to a certain point in the game where you can choose him, I'm sorry to say that I haven't arrived there yet.

If you are just playing by yourself, use your 3DO controller to select the One Player mode. If there is someone in your house you think you can take on, you each must have a controller. The second player plugs their controller into the access port of the controller of the first player. After this is accomplished, select the Two Player mode.

You can also select Options, which presents you with four categories: Trash Talking, Music, Sound Test, or Password. Trash Talking allows you to moderate the amount of on-going conversation between the two players. It ranges from "Lots o' Trash" to no trash-talking at all. Music simply lets you choose what kind of

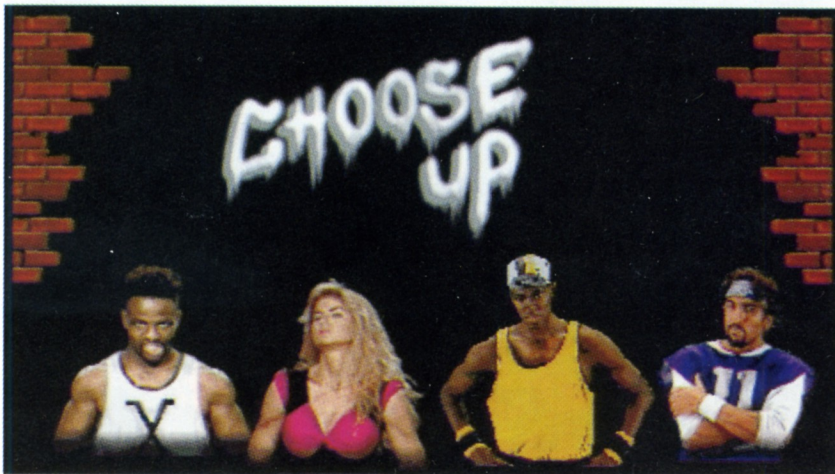
background tunes you want. Sound Test controls the volume of the game.

The Password function is very helpful. Once you have efficiently shot and blocked your way through a certain level, you are presented with a password. For example, one might be "CXZASDN." NOTE: This is not a real password, just an example. Remember to write these down and don't lose them; you'll be able to continue your game later on without beginning all over again.

Once all these selections have been made, you're ready to play your first game. You'll be presented with a Bet screen. Here, you start out with just as much money as your oppo-

nent: \$300. You can either bet it all if you're very confident, or just bet one or two hundred in case you lose. You can always make it up later. After one character has lost all of his or her money, their picture will appear on the screen with the embarrassing words, "Cleaned Out!" written across them. If that character is yours, better luck next time. If it's your opponent, however, you are ready for the next level of competitive play.

There are eight initial levels of play, but you cannot just pick and choose whichever one you want. You must graduate from the first to the next. The first is the classic 1 on 1, where the first player to 21 points



A Cast of Characters:

Jammit gives you personalities with various abilities to either use or beat.



wins. Fouls are enforced, and the loser is out. One benefit is that the game is set up very much as a tournament might be. It is exciting to try and guide your player through a labyrinth of difficult competitors, and prove that he or she truly is the "King of the Court."

The next level is Sweat, a little tougher, only because the other guy can push you down and take the ball all he wants because fouls are not enforced. This is just a bit more intense than 1 on 1, and is usually

skipped when you pass the first level. You are usually skipped right into 2 Hot, where the first to 21 wins, but there's a "Hot Spot" on the court that keeps moving. If you score while standing on this spot, you double whatever the shot is worth. Fouls are enforced in this level as well.

Could you handle that? Better get ready for Poison. In this level, you cannot score twenty points exactly. If you do, you automatically get poisoned, and your score is dropped to ten. Fouls are enforced here as well.

If you beat that level, the game skips you to a level called Frenzy. This level took me much longer to conquer because it is so different from the first few. Here, there are two basketballs and two Hot Spots. You must compete with your opponent to try and get ten points first. Whoever does, wins. You can only score from the Hot Spots, however, which limits your abilities somewhat.

"2 It" is your next challenge. You are back to one ball and one opponent, however, the rule of only shooting from Hot Spots is still in effect. There are still two of them, and if you're lucky enough to make a shot while standing on the two of them at one time, you'll quadruple your score!

Cutthroat is the final level, and you cannot score twenty or thirteen. Again, if you do, you'll be automatically dropped to ten points. Each basket scored earns the shooter three free throws afterward. I wish I could tell you more, but I am currently still trying to battle my way through In "2 It."

How is the game scored? It is not like a regulation basketball game, so don't get confused. Any shot taken from within what is usually known as



Up Front:

Jammit shows close-up action when the action is at the net.

the "three-point" line is only worth one point. All shots made from outside that line are awarded two points. The game is only half-court.

Each character has their own "home" court, and each look like something you'd see in an inner-city playground. That's really what *Jammit!* is all about: playground basketball. Unfortunately, the game doesn't seem to utilize the full capacities of a 3DO system. This game would probably look the same on a Nintendo or Sega System. It's visual effects are not on the same level with other 3DO games, and that is a little disappointing.

Also, the game has a poor sense of depth perception. If you go to grab a rebound, you may very well run right past the ball. This is because the way the graphics are displayed, it is almost impossible to tell if you are running toward the ball or behind it. This makes playing a bit distracting and frustrating after a while.

However, moving your character around the court is pretty easy. To move to the right, left, forward or backward, just use the different arrows on your 3DO controller. In order to shoot the ball, hold down the A button and then release it. Don't hold it down very long, however, or else you end up with what seasoned ball players refer to as an "airball."

If you think you were fouled, don't stand for it! Try to call the foul by pressing the START button. If you were actually fouled, you will see on the screen, "Call Foul 5." Select that mode and it will send you to the charity stripe. Be careful in a close contest, however, because you are only allowed to call five fouls. After that, it's all cutthroat basketball, and anything goes.

When at the foul line, hold the A button down to set up. Hold it much longer than you would to take a regular shot, however, and then release the button. If you miss, be prepared to follow it, because your opponent is standing right on the side, ready to grab up your rebound.

Jammit! is your average arcade game full of competition and action. Despite a few of its visual flaws, I still find it an enjoyable and exciting way to spend some spare time.



Jammit!

CODES FOR LEVELS:

1 ON 1: DKRBNSN

2 HOT: STPKRNR

POISON: SSNHYDN

FRENZY: JNFRBCN

IN 2 IT: LRNCHLS

SWEAT: PLWRHDS

SLAMS ONLY: STWSPKN

An Interview with

Jim Ireton, GoldStar's key to 3DO sales success.

by Don Hicks

I first met Jim Ireton at the launch of GoldStar's new 3DO system in early November in New York. Mr. Ireton had just joined GoldStar a few weeks earlier as Vice President of Sales and Marketing. His chief responsibility was the new 3DO system with the added necessity of creating a space for GoldStar's 3DO system in a market dominated by the powerful Panasonic system.

Jim Ireton is a soft spoken, quiet, confident man who would seem to be more appropriately placed at the main office of a large bank than as a main host for a major sales event. His quiet style and forthright approach does not match the stereotype of a quick talking sales executive. However, it is this same confidence that Jim Ireton gives to others.

My next meeting with Mr. Ireton was at the Winter CES in Las Vegas. He was on a seemingly endless run of meetings and conferences. This was his opportunity to put a lifetime of

video business expertise to the test. While his direct approach to the video game business is new, it is also effective. When we asked Jim Ireton to explain some of his views and how he became GoldStar's leading man in this market, he immediately took time from his harried schedule.

Ireton: Video games is a whole new marketing business. It's not like selling a TV or VCR, this is sizzle and you have to create the magic. You have to work off of the 3DO magic. They're (The 3DO Company) out there advertising the software and software is the key. Without the software this box doesn't mean anything. Without us partnering with 3DO, EA and Crystal Dynamics it will never happen. This thing could be the greatest thing in the world, it could retail for next to nothing, but, without the software it does not matter. They (GoldStar) liked where I was going because they thought it was the

direction this machine should go, so GoldStar hired me around November 1.

3: Your background was with Sega and retail?

Ireton: Before Sega I spent more than 15 years as a retailer. I spent 7 years at Child World and most recently was Vice President of Merchandising at video games. I've sold video games pretty much my entire career from the launch

We have to create great gameplay for the consumer. We can't force it down their throats and tell them we are here you have to buy it.

of Nintendo in the US through the launch of Sega and ultimately joining Sega after I left Child World.

3: That was a great growth experience for you.

Ireton: It was. Sega is a fabulous company and they taught me a lot about the manufacturing end. As you look around our booth at today, you see the influence of all my past. We've done many, many things right and the few things we didn't do right, I hope we've learned from. We haven't done everything right here today but we have good checks and balances.

3: You have new displays that you are creating for the retailer?

Ireton: We have a display that is modular both for cost and for presentation. We've put together a form of display that is similar to a Sega or Nintendo style display. In the design we knew there were some customers who would prefer a kiosk. So it's an interactive display whose important



Jim Ireton taking a moment's rest at WCES in front of GoldStar's new packaging.

The third goal is to open a software company to market,
develop and co-develop software
for the 3DO platform as well as other platforms.

section is made up of components. Those components can be broken apart and become free standing kiosks. Each of the display pieces come from the same design. That allows us to keep our costs down and still create unique looks for each of our accounts. It is very exciting and I'm very pleased with that.

3: You're job is to get GoldStar into as many outlets as possible?

Ireton: My "Big Picture" job is to run the multimedia division of GoldStar, focusing on 3DO today. My first task was to hire a team of people because I can't do all of this myself. The second objective is to get distribution of our brand to the retailer. The third goal is to open a software company to market, develop and co-develop software for the 3DO platform as well as other platforms.

3: That is a big job. The software division alone is a big undertaking. You feel you need such a division?

Ireton: Yes. We're telling people at the show that we have already signed four titles. Actually we've already signed five titles as I got another one last night that will be announced through a press release soon. Two of the titles will ship in June, one in September, and two in November. I'm currently in negotiations for another six titles. We fully expect to have between 20 and 25 GoldStar first party titles by Christmas of 1995. The studio will be in San Jose and I'll also be interviewing for a producer to run the studio for me.

3: Why San Jose?

Ireton: We picked San Jose because most of the best developers are on the west coast and we want to be where the talent is.

3: What is your major effort in the next six months?

Ireton: We feel our major effort has to be to make sure that we don't let anything slip through the cracks. That we cover every single base except the final one (for the consumer) which is should I buy a 3DO system, should I buy Sony, or should I buy Sega? We want to eliminate every other obstacle except for the consumer saying here's

why, because that really depends on the marketing and the software.

If we have good packaging, good bundles and good retail partners and software companies are developing their fourth and fifth generation software, then the question lies with the consumer and the consumer is king. We have to create great gameplay for the consumer. We can't force it down their throats and tell them we are here you have to buy it.

That's not the case. The competition is fabulous but if our gameplay is better the gamers and consumers will move toward the 3DO platform. I think many consumers have more than one platform. I think what Sony and Nintendo have done is raise the awareness of the 3DO platform and now the \$399 price is no longer a barrier.

They validated what we are doing. We know that we offer an interactive multiplayer that does other things. The announcement of the DVO (MPEG module) and the free Total Recall from Live Entertainment is just another example of the technology that GoldStar can bring to the marketplace.

3: We're going to see that in the marketplace this first quarter of 1995?

Ireton: Yes. It is currently in production in Korea. The deal with Live Entertainment happened right before the show so they are currently in the production of the movie Total Recall. The retail partners are very excited about it.

3: You have announced a new bundle. When does that become effective?

Ireton: The new bundle will be shipping in about two weeks. A lot of things for a show like CES happen behind the scenes. We wanted to have not just one announcement but this and this and this and this. So the new bundle with old packaging should be here in about two weeks. We are going to have a limited edition product which will have Shock Wave, Kodak CD and FIFA Soccer as we make the transition.

We are also showing our new packaging. Our new packaging will be shipping in six to eight weeks and that will include Shock Wave and FIFA.

3: Why did you change the packaging?

Ireton: We liked the feeling of excitement with the old packaging, but, in talking to the consumers and retail partners and looking at where we were going in terms of mass market-



The conceptual design for GoldStar's new modular point of purchase displays. It can be configured as a stand-alone kiosk or a variety of interactive displays.



GoldStar's MPEG adaptor will be available in the first quarter of 1995 at \$199.95 and bundled with Total Recall.

ing, we felt that we had missed an opportunity to show the product.

Our product is gorgeous. It has a slide out tray and it is a very high tech product. Our competitor has a flip top tray (Panasonic's new FZ-10) and we believe our product with the slide out is a much better feature. So we

Marketing Manager. I have a small but very talented executive group that I believe the trade will trust and they are very enthusiastic about where we are going.

3: This is a competition, not only with other platforms but also with Panasonic, what is your view of this?

The phrase I like to repeat is that Panasonic is our competitive partner. We both share the same goal, raising the installed base of the 3DO platform both in the US and worldwide. We each offer strengths and we each bring those strengths to each other.

want to show it. We are proud of our product. In the old packaging, this didn't come across.

We also want to keep the 3DO lettering. 3DO is very, very important. Whether it is on our merchandising, our signing, or our product, you will see 3DO everywhere. You will still see GoldStar but 3DO is what we are selling.

We've talked about quite a few things. In the press kit you will see that I have hired Paul Rynshall from Spectrum Holobyte as our Director of Sales, Shay Hogan from US Gold as our Sales Manager, and Marjorie Adis from Sony in New Jersey to be our

Ireton: The phrase I like to repeat is that Panasonic is our competitive partner. We both share the same goal, raising the installed base of the 3DO platform both in the US and worldwide. We each offer strengths and we each bring those strengths to each other.

The Panasonic name is fabulous. The GoldStar name is fabulous. As you can tell, their design is a flip up and ours is a slide tray. They have a different bundle and we have a different bundle. We strongly believe that a retail partner should carry both.

Consumers like a choice. Like when you go to buy a TV and there

are so many brands. This is a 3DO business and the consumer can choose which they would like to play.

We also have different distribution partners and, by being where we are, Panasonic can be in one distribution channel that they are good at and we may be in another that we are good at. Together we will raise the installed base.

We are also, as is Panasonic, a publisher. So, quite selfishly as a publisher, it is important to me that the software base is raised. Whether it is raised through Panasonic or GoldStar, the ultimate fact is that it is raised.

3: The announcement of Panasonic being in the Wal-Marts must open doors for you.

Ireton: It does a couple of things for us. First of all it shows that Wal-Mart, once again, is showing their vision. The world's largest retailer is demonstrating that the multimedia business is happening and that they are willing to commit early to being a partner in that business.

It also reaffirms what we are saying in the trade that the 3DO business is really happening and that in order to get into the business in 1995 you have to get into it today. To get the stores ready, the marketing ready and the advertising ready so that the consumer will know that when they're driving down the street and they want 3DO software, they've been in Wal-Mart for other things and seen the demonstration. One just can't open up the doors September 1 and be in any kind of a new business like this.

We are very pleased with the Wal-Mart announcement, however there are many other fine retailers that we are in negotiation with which we can't talk about today, but will compliment what we are doing.

3: Any last words for the 3DO community?

Ireton: Yes. We are pleased to be here. It's been a lot of fun for me. It's been a lot of work, but I enjoy the challenge of getting this division up and running. Now I'm really excited about the business potential of the 3DO platform.

L3 Interactive's

SLOPEstyle

An Interactive Learning Cube

Reviewed by Scott Brown

Everything about L3 Interactive titles are a little different. No doubt this originates with the company itself. L3 Interactive gets its name from its main programming interaction device, a cube. L3 stands for Learning Cube.

With a cube as a metaphor, L3 Interactive has decided to produce an abundance of titles that do nothing but teach—but that they do very well. The first title from L3 was Mathemagics where professor Arthur Benjamin demonstrated how easy and fun manipulating numbers could be. After that sort of beginning, we should expect a second title on physics, biology, or even computers, but not L3, they went snowboarding.



L3 Interactive just released their second title, Slopestyle™. Like Mathemagics, it uses the cube to teach 27 different lessons. Each lesson is one part of a three part section. Each section rests behind a single square in a row of three squares on the front side of the cube which makes up the levels in the lessons. In Slopestyle, the three levels are Getting Started, Almost There, and Beyond.

You pick a section from a level by moving the icon (in this case it is an animated snowboarder) over the required square and pressing A. Your selected square then is animated to the front of the screen and a Full Motion Video (FMV) provides an overview of that section. The square is animated back and the entire section is moved to the front of the screen.

You then move the character to whichever lesson you want. If you choose the pictorial side, you will see a FMV demonstrating the lesson with narration. If you choose the text side, you will hear the same narration and you will see it in text. Important words are in yellow (the main text is in white). If you would like to see an example or an explanation of the term in yellow, you can select the word and you will see a second screen with a text explanation. It is that easy.

Slopestyle—The Lesson

None of this is worthwhile if the lessons are bad, but L3 took no chances with this program. They hired Tina Basich, one of the world's top female riders, Tom Burt, an



press ►/II to view this lesson

FRONTSIDE AIRS

A **frontside air** is an air taken off the toeside edge of your board. Compress the **transition** of the jump. As you hit the lip of the jump, pop into the air. Keep your weight balanced over your board and look straight at your landing spot.



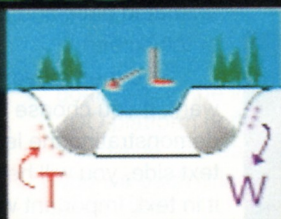
ACCESS
KEYWORDS



BACK

HALF-PIPE:

A half pipe is a dug-out "U" shaped trench in the snow. It is used to do **freestyle tricks** and **airs**. The half pipe consists of the following elements: transition, frontside wall, backside wall, and the lip. Half pipes are used in **freestyle** to



MOVE
CURSOR



SELECT
KEYWORD



BACK



SOUND
PLAY

Slopestyle provides a comprehensive overview of each lesson (above). Once a lesson is chosen, it can be demonstrated in Full Motion Video with narration (top left) or narrated and read in text format (middle left). For more clarification, the user can turn to the highlighted text where they can read definitions and even study detailed drawings (bottom left).

expert extreme rider, and Nick Perata, an extreme rider who has appeared on ABC and ESPN. These athletes are not only knowledgeable, but very energetic and competent in their instructions.

The expert craftsmanship provided by the celebrities as well as the creative interface of the L3 Interactive Cube, makes this an enjoyable experience. If you do not understand a segment, you can move it back and go over it again. This is probably very comforting to anyone watching this with a cast on their leg from their last snowboarding experience.

If there is one drawback to this title, I would complain that it was too narrowcast. While it was entertaining, they have to be entertaining to enough people who own 3DO units and also want to pay the suggested price of \$44.95.

While the world is racing to find an elegant way to manipulate information in an interactive environment, L3 Interactive has discovered the secret. I really hope they sell enough of this title to make it worthwhile and create more learning cubes. Maybe one on sailing, where it is warm and you are not likely to get your leg broken.



The Software Toolworks Presents,

Review by Robb James

Space Shuttle is an interactive experience from The Software Toolworks that places the player in the cockpit of some of the most exciting space travel experiments of all-time. The game is a fascinating blend of full-motion video, pictures and slides, and an animated space game.

The best place to start in *Space Shuttle* is probably to access the section of the game's main menu called "Orientation," where you will receive a brief explanation through narration of various facets of the space program when you choose "Program History." As slides are presented on a view screen, the narrator gives a synopsis of the history of the space program.

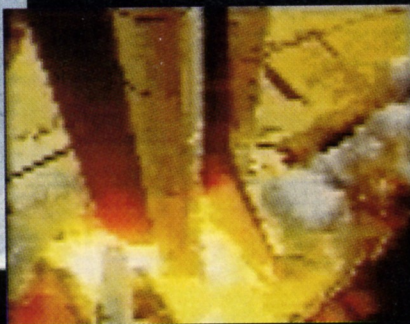
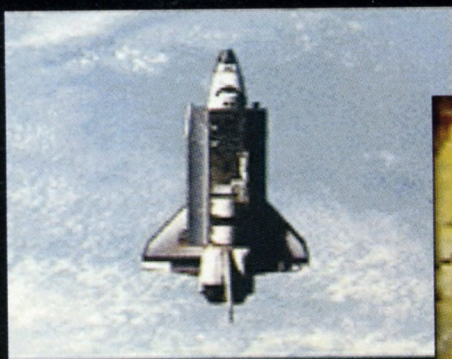
After this, the selection called "Characteristics" can be chosen. This details specifics of different space craft, such as their weight, height, and other physical features. The "Mission Control" option can be selected now. The Mission Control program contains full-motion video of the control center of the space program.

"The Vehicles" selection presents full-motion video of famous space crafts, such as the Enterprise, Discovery, and the ill-fated Challenger. If you take the "Shuttle Tour," you are presented with sketches and maps of the space shuttles. By moving the arrow on the screen with your controller, you can click on an area, and another narration explains that portion. Through this section, you can learn about the living areas and crew compartments of the space shuttle.

SPACE SHUTTLE



Mission Control (top) provides an overview of past space shuttle missions. You can experience a mission and even view the inside of a shuttle cockpit (bottom).



Space Shuttle provides in-depth information (top), actual shuttle photographs (middle), and even a space game (bottom).

In "Training" there are some very good pictures, and the menu consists of an overview, featuring more narrations and slides, a flight profile, and even a rundown of the gear the astronauts need, such as clothing and launch entry suits.

"Living in Space" is one of the categories under "Training," which details how the astronauts obtain such simple things as air and water, and how they eat and sleep. "Working in Space" is a similar option, only here you learn more about their duties and everyday chores, again through narrations and slides.

"Mission Launch" comes after "Training." Through full-motion video, you can actually view the highlights of a particular mission in this section. You can hear the greetings from the President, watch the launch and the landing, and learn about perhaps some problems the crew might have encountered while orbiting in space. While you watch a cockpit view of the launch at the top of your screen, the bottom of the screen displays the date and time of the actual launch, accompanied by film of the launch and authentic sound.

Next comes the "Space Game." This is not meant to be very difficult, but just a little bit of fun. You are the pilot of a satellite specifically designed to shoot at and blow up space trash, such as old batteries, obsolete satellites, and asteroids. You must, however, manage to destroy the debris before it hits your ship. Otherwise, your shields degrade until your satellite is destroyed.

If you are interested in space terminology and explanations of vocabulary, the "Terms" choice in your menu gives an explicit glossary defining some of the terms commonly used in everyday space travel jargon.

Anyone interested in space travel or the trials and tribulations of NASA will enjoy this program. It is very well organized, easy to use, and the slides as well as the full-motion video are impressive. At \$49.95, this program is a must for any space shuttle and travel enthusiast.



Way of the Warrior Moves

One of the most popular fighting games for the 3DO system is Way of the Warrior. According to Way's development team, Naughty Dog, there are over 800 moves available. WOR has received some criticism because the controls don't always appear to respond correctly. A good deal of that is apparently due to the critical requirement of performing each move accurately.

Due to the violent nature of Way of the Warrior, 3 Magazine recommends that parents discuss this game with their children. While this listing is not a recommendation of the game, it is offered due to the extreme popularity of the game as well as the general demand for more information on its hidden secrets.

Thanks to Brian Cannon of Savannah, GA & Michael Nobillio for these codes. Our staff has attempted to check these instructions for errors, however, due to the complex nature of the game and the dexterity required for these moves by the individual player, we cannot assume responsibility for its complete accuracy. Please report any suspected errors IN WRITING to 3 Magazine, P.O. Box 2140, Fall River, MA 02722.

Play at your own risk, but in Way of the Warrior you always do anyway.

General Information

1. The easiest way to learn these moves is to hook up your second controller and then only use one controller. This way you can use the character on the right (or left if you prefer) as a punching bag. Remember, Up, Down, Forward, and Back are on the directional pad, L or LS is Left Shift, R or RS is Right Shift, and pressing the button real hard makes no difference at all.

2. **Timings:** When the instructions say "and" that means to press the assigned buttons simultaneously. (Ex: Press **A** and **L**.) When the instructions say "then" that means to press the assigned buttons right after a combination of button presses. (Ex: Press **FORWARD** then **FORWARD** again.)

3. **CHARGE:** Hold **Back** (away from your opponent) for at least 2 seconds (your character should be retreating). After retreating simultaneously press **FORWARD** and the

buttons called for by the specific move. (Note: you can also hold **DOWN-BACK** for at least 2 seconds rather than **BACK**.)

4. **DEFENSIVE HOP BACK:** On most characters except Dragon and Nikki Chan, press **Back** twice while pressing **B** (Blocking). Dragon and Nikki Chan do not require pressing **B**.

5. **TAUNT:** With all characters press **FORWARD** and **B** at the same time. After a taunt, your next hit will do twice as much damage to your opponent. If you get hit after a taunt, you will receive twice the damage.

6. Pressing **A** and **L** is a strong punch on all characters, also **C** and **R** is a strong kick.

7. **FATALITIES** should be performed while opponent is in a dizzy state and you hear "put him away" or something to that effect.

8. **SKULL MAGIC:** You can unlock the secrets of Skull Magic by collecting Skull Bonus coins and points as they drop from above. You are rewarded Skull Bonus points for executing combos, the more variety and punishment you deliver, the more points you will be rewarded. Once you have enough points, you can perform Skull Magic as listed below. Some moves require more points to do than others.

9. **HINT:** Try different combos while right next to your opponent for gruesome results.

NINJA

Back Flip: Close, FWD + RS.

Throw: Close, FWD + LS

Lower Sweep: Hold Down, RS.

Slide: Hold DWN-FWD, C

Hurricane Kick: SWP-BKW, RS





Zap Attack: SWP-FWD, LS (fast) or A (slow)
 Midair Diving Kick: Jump Back, DWN-FWD + C
 Forward Leap Kick: FWD + RS
 Dizzy Head Slap: Close, FWD + C
 Reptile Inviso: (cost no points) W blocking (B), hop back + LS + RS while hopping (lasts until Ninja is hit)
 Uppercut: Hold DWN-BKW, LS.
 Knife Cut: A + C
 Rapid Defense Kick: While blocking (B) rapidly hit C
 Teleport: Hold D down, A + B + C
 Flying Spin Kick: Hold Jump Back, RS

Character Fatalities

Disembowel: Close, SWP-FWD, A + C
 Death Zap: SWP-FWD, LS + A

Room Fatalities

Dj/Bdg/Rf: Uppercut or knife cut.
 Cf: Midair diving kick

KULL THE DESPOILER



Kull can't jump or duck.
 Hammer Punch: LS
 Hammer Head: RS
 Lower Hammer: C
 Head Butt: Close, FWD + LS
 Throw Hammer: SWP-FWD, A (slow) or LS (fast)
 Uppercut: Hold DWN-BKW, LS
 Slide: Hold DWN-FWD, C
 Flying Knee: Charge move + RS
 Body Slam: Close, FWD + RS

Character Fatalities

Head Explode: Close, SWP-BKW, A + B + C
 Helmet Grind: Taunt, Close, FWD + A + B + C

Room Fatalities

Dj/Bdg/Rf: Uppercut (getting behind foe on R is tricky.
 Walk fast while foe is down.) Cf: None.

KONOTORI



Torpedo: Charge Move + Hold RS (fast) or C (slow)
 Fan Uppercut: Close, FWD + RS
 Spin Attack: Back + LS
 Inviso: (no skull cost): Back + LS + A
 Spinning Wheel: SWP-BKW, RS
 Fly/Glide: Repeatedly hit B while in the air
 Hat Butt: Close, FWD + LS

Diving Torpedo: Jump, DWN-FWD + LS
 Low Fan Throw: Jump, DWN-FWD + LS
 Fan Throw: SWP-FWD, LS (fast) or A (slow)
 Swan Dive: Jump, Down + RS

Character Fatalities

Stork Drop: Jump FWD, Down + RS + C (directly over foe)
 Hat Throw: SWP-FWD, LS + A

Room Fatalities

Dj/Bdg/Rf: Fan Uppercut
 Cf: Diving Torpedo

HIGH ABBOTT



Abbott an't jump straight up.
 Duck: Down, A + B + C
 Tail Sweep: Hold DWN-BKW, LS
 Dragon Breath: SWP-FWD, LS
 Ball Attack #1: Hold DWN-FWD, RS
 Ball Attack #2: Charge Move and RS
 Overhead Tail Slap: Close, FWD + RS
 One Bite: LS + A
 Multi-Bite: Close, FWD + C + RS
 Diving Claw Attack: Jump Back, DWN-FWD + C
 Jump Kick: RS

Character Fatalities

Barbecue: SWP-FWD, LS + A

Room Fatalities

Dj/Bdg/Rf: Ball Attack #1
 Cf: Diving Claw Attack

DRAGON



Jumping Chop: Jump, Up + LS
 Downward Flying Punch: Jump Up, LS (slow) or A (fast)
 Diagonal Kick: Jump straight Up, DWN-FWD + C
 Downward Air Kick: Jump Up, RS
 Groin Punch: A + B
 Turbo Kick: C rapidly
 Turbo Hands: A rapidly
 Hop: Back, Back or FWD, FWD
 Hopping Kick: FWD, FWD + RS
 Fireball: SWP-FWD, A (slow) or LS (fast)
 Flying Kick: Hop FWD, Up + RS during hop
 Dizzy Spin Around: Close, FWD + LS
 Throw: Close, FWD + RS

Shadow Kick: Charge Move + hold RS
 Split Kick: Jump up, B + C
 Spin Kick: SWP-BKW, RS

Character Fatalities

Power Kick: Taunt, Close, SWP-BKW, C + RS
 Head Slap: Close, Charge Back, FWD + LS

Room Fatalities

Dj/Bdg/Rf: Super Kick (C + RS)
 Cf: Diagonal Kick

CRIMSON GLORY

Elbow: Close, FWD + A
 Back Break: Close, FWD + RS
 Chest Pop: Jump, FWD, Up + LS
 Back Flip: Close, FWD + LS
 Dizzy Head Slap: Close, FWD + C
 Air Kick: Up, RS. Downward Air Punch: Up, LS
 Uppercut: Hold DWN-BKW, LS
 Clothesline/Elbow Attack: Jump, DWN-FWD + A
 Flying Kick: Fwd, Fwd + RS
 Grab & Punch: Close, FWD + LS + A
 Bottle Throw: SWP-FWD, A (foe turns green)
 Match Toss: SWP-FWD, LS (after foe is green)

Character Fatalities

Brain Burst: SWP-BKW, A + B + C
 Back Smasher: Taunt, Close, FWD + RS

Room Fatalities

Dj/Bdg/Rf: Uppercut
 Cf: Clothesline/ Elbow Attack

MAJOR GAINES

Knee: Close, FWD + C
 Air Punch: Jump Up, LS
 Bounce Attack: Jump, Down + C
 Air Kick: Jump Up, RS
 Splash Dive: Jump FWD, Up + LS
 Bowling Ball: Hold DWN-FWD, RS
 Cannonball: Charge Move + RS
 Back Flip: Close, FWD + LS
 Back Break: Close, FWD + RS
 Uppercut: Hold DWN-BKW, LS
 Dizzy Head Slap: Close, FWD + A
 Grenade Lob: SWP-FWD, LS (high) or A (low)



Steroid Boost: A + B + C
 While Boosted...
 Deboost: A + B + C
 Lightning: A + B
 Sidewinder: FWD + FWD + RS

Character Fatalities

Super Suplex Toss: Taunt, Close, FWD + A + LS
 Back Buster: While Boosted, Taunt, Close, FWD + RS

Room Fatalities

Dj/Bdg/Rf: Uppercut
 Cf: Splash Dive

SHAKY JAKE

Pole Uppercut: SWP-BKW, LS
 Teleport: Hold Down, A + B + C
 Twirl: SWP-BKW, RS
 Pole Throw: Close, Hold DWN-FWD, LS
 Knife Throw: SWP-FWD, LS
 Flame: SWP-FWD, RS
 Torpedo: Charge Move + RS (hold RS for distance)
 Air Torpedo: Jump Back, DWN-FWD + RS
 Neck: Close, FWD + RS
 Push: Close, FWD + LS
 Stick Pogo: Jump Up, Down + C

Character Fatalities

Pole Impale: Charge Move, Close, FWD + LS
 Barbecue: SWP-FWD, C + RS

Room Fatalities

Dj/Bdg/Rf: Pole Uppercut
 Cf: Air Torpedo

NOBUNAGA

Throw: Close, FWD + RS
 Super Slash: C + RS
 Super Slice: A + LS
 Sword Uppercut: SWP-BKW, LS
 Slide: Hold DWN-FWD, C
 Turbo Sword: Hold Back, A rapidly
 Running Charge: Charge Move + hold RS
 Star Throw: SWP-FWD, LS (fast) or A (slow)
 Super Star Throw: Tap A rapidly, SWP-FWD, A rapidly
 Air Star: Jump Up, SWP-FWD in air A
 Diagonal Kick: Jump Back, DWN-FWD + C
 Super Slice: SWP-FWD, hold RS
 Long Slice: SWP-FWD, RS
 Sword Pogo: Jump Up, Down + LS





Fast Forward Fly Kick: FWD, FWD + RS (hold RS for distance)

Character Fatalities

Sword Decap: Taunt, SWP-BKW, LS + RS
Slice in Half: Charge Move, Close, FWD + LS

Room Fatalities

Dj/Bdg/Rf: Sword Uppercut

Cf: Diagonal Kick

NIKKI CHAN



Torpedo: Charge Move + LS

Turbo Jab: A rapidly

Diving Punch: Jump straight Up, DWN-FWD + LS

Slide Charge: Hold DWN-FWD, C (hold C for distance)

Spin Kick: SWP-BKW, RS

Knee: Close, FWD + C

Hair Whip: SWP-FWD, A (slow) LS (fast)

Whirl: Hold LS + B

Body Slam: Close, FWD + LS

Body Flip: Close, FWD + RS

Head Stomp: Jump, Down + C (directly over foe)

Spin Attack: Hold Down-Back, RS

Flips: FWD, FWD or Back, Back

From a Flip...

1. Throw: Close, FWD + RS

2. Ball Attack: FWD + LS from forward flip (when upside down)

3. Flying Kick: Up + RS from flip or RS + C for handstand split kick upside down

4. Defensive Ball: Backflip to edge of screen, UP

Character Fatalities

Heart Breaker: Close, FWD + A + B + C

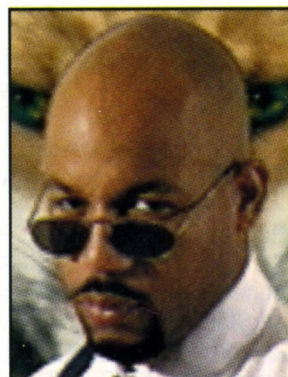
Blow Off: Charge Back, C + RS

Room Fatalities

Dj/Bdg/Rf: Super Kick (C + RS)

Cf: Diving Punch

FOX



Diagonal Kick: Jump Back, DWN-FWD + C

Reverse Kick: SWP-BKW, RS

Knee: Close, FWD + RS

Head Stomp Kick: Jump, Down + C

Uppercut Kick: Hold DWN-BKW, RS

Back Break: Close, FWD + LS

Knee Charge: Charge Move + RS

Rolling Ball: Hold DWN-FWD, A (slow) or LS (fast)

Voodoo Dizzy Dust: SWP-FWD, A

Sai Throw: SWP-FWD, LS

Voodoo Vanish: Hold Down, A + B + C

Character Fatalities

Impale: Close, SWP-FWD, A + B + C

Overhead Smash: Taunt, Close, FWD + A + LS

Room Fatalities

Dj/Bdg/ Rf: Uppercut Kick. Cf: Diagonal Kick

MAGIC SPELLS

Most characters cast about 6 spells. Kull & High Abbot can cast all spells. When casting spells, do Taunt and complete move while character taunts.

Spell	Cost	How to Cast	Effects of Magic Spell
Confusion	340	Up + A + B	Foe's controls get funky
Heal A	140	Back + A	Heals about 10%
Heal B	300	Back + B	Heals about 20%
Heal C	800	Back + C	Heals 100% damage
Invisibility	320	SWP-BKW	Makes you invisible
No Jump	320	DWN-BKW + C	Opponent can't jump
Power Up	380	A + B + C	Powers you up
Shrink	340	Down + B	Shrinks you
Speed Up	500	A rapidly	Speeds you up
Super Power Up	2400	SWP-FWD, RS	One hit kills opponent
Untouchable	440	LS + RS	Makes you invincible

Basic Moves



Jab A button
Block B button
Kick C button
Punch LS
Roundhouse Kick RS
Super Punch A + LS
Super Kick C + RS

REMEMBER

If the instructions say press one button + another THEN a third, you must press the first two buttons simultaneously, release them and then press the third button. Comma {,} means THEN. Plus {+} means AND> (RS/LS; Right/Left Shift) (FWD/BKW: Forward/Backward; DWN-FWD/DWN-BKW: Down-Forward/Down-Backward; SWP-FWD/SWP-BKW: Sweep forward/sweep backward)



Left: Crimson Glory and Fox battle each other and not the clock in the CAVE STAGE/ALLEY special arena.



Right: Nikki Chan and Major Grimes are at work in the visually confusing CAVE STAGE/PSYCHEDELIC arena.



Codes & Animations

To play as KULL: Enter a name of "A Gavin", date of June 11, 1970.

To play as HIGH ABBOT: Use name of "J Rubin", date of Jan 6, 1970. Then go to VS mode and move your character box to the right of Crimson Glory. It will move over and you'll be able to play as the boss! It doesn't matter which player you enter the name for, both will work. You can also enter both names, move the box right again to move from High Abbot to Kull (or vice-versa).

CAVE STAGE/PSYCHEDELIC: Use name of "Paranoid", date May 5, 1975.

CAVE STAGE/ALLEY FIGHT: Use name of "Tugawar", date Apr 16, 1964.

FUNNY ANIMATIONS: Play VS mode with Shaky and another foe. Let Shaky win first and second rounds (and match). Then finish off foe with Whisky Flame. With about 1000 points you'll see Mitch Gavin at the end with a bottle of Jim Bean in hand.

Win a first round VS mode with Nikki. When she's about to finish off foe, use a jab. When she falls to her knees, wiggle buttons and she will flash the "Peace" sign!

Play VS mode with one player as either Dragon, Nobunaga, or Crimson and second as anyone else. Go to Pit. Have one player win first round (perfect) then second player win second (perfect). On third round have Dragon, Nobunaga, or Crimson win match by forcing foe in Lava Pit. With enough points you'll see Dragon or Nobunaga wear shades and Crimson sticks tongue out!

Special Moves

Sweep Attack - Press D-pad DOWN, THEN press DOWN-Forward, THEN Forward, THEN press an attack button. (Backwards Sweep works the same except with backward substituted for forward.)

Charge-Push D-pad Back and hold for 2 seconds THEN immediately push Forward.

Close Attack -Push D-pad Forward + press any button.

Uppercut - Press D-pad Down and Back + LS

Head Stomp - While in midair after a jump, press D-pad Down + C button.

Escape - Double-tap the D-pad Backward when in a block.

Taunt - B Button + push D-pad Forward.

Fatalities

For fatalities involving Taunts - Wait for Taunt to finish first.

For fatalities involving Charge Moves - Push foe in a corner when they're weak and give a light jab. They will fall. Then get behind foe and start your Charge against a wall. You can also hold the B button so you don't move away from foe.

Room Fatalities: (Dj/Bdg/Rf/Cf: Dojo, Bridge, Roof, Cliffs)
Dojo: Finish off foe in center of screen to see ceiling fan graphics.

Bridge: Can be done anywhere to see foe fall in grave below.

Cliffs: Must kick foe towards center of screen.

Roof: Do behind foe. They'll crash below in Throne Room and spill blood!

3 Readers' Forum

Older Games, More Strategy Guides, More Intelligence, 3DO users tell us what they want for their 3DO systems.

Dear 3,

Well, sales of the 3DO were good this Christmas season. If the area where I live is any indication - several stores sold out of them - and I know from talking to the local Software Etc. that they had heavy movement! So I believe worries about the system not taking off - are now unfounded...

Now, on to what I want out of the 3DO system - some military strategy games! I know that when they release those types for the SNES - they become hard to find in a very short period of time because of their popularity. Not just Koie games but games like Super Conflict, Metal Marines, etc. I would absolutely love to see IBM games - such as Battle Isle, Front Lines, & Panzer General come to the 3DO. I really think there is a market for these types of games out there as I believe many 3DO buyers are a little older and concerned with more challenging games than that of the jumpy, bouncy variety. Thank you.

Sincerely,
Reid Bastian
Medford, OR

Editor's Note: Please check the What's Up section of this issue for news on the game Panzer General which is going to be ported over to the 3DO system!

Dear 3,

I LOVE YOUR MAGAZINE!!!!!!!!!!!!!!!!!!!!!! Nothing but 3DO! Everything in the magazines is so interesting! There's no way that I could do without your magazine. Nobody, and I mean nobody, comes

close to putting as much information in one magazine than you. You got my vote!!

Just to give your viewers an example of the amount of info you give, look in the "3DO Guide of 3DO Products" in the back of the (November/December) issue, and you will see an article about an MPEG Coding System. The price ... \$30,000.00!!! They know we can't afford this right? That's my point, it's in there for the information. That's what this magazine is about, INFORMATION! Things you'll never find out anywhere else.

O.K. I've said my peace. I think you've all got the picture now. I know I've got it. Forget the next level, I've been there, and it ain't nowhere close to here.

Sincerely,
Dale Love
Beaumont, TX

Thanks for the kind words. Our basic principle is to create a good, strong magazine that we would want to read.

Dear 3,

A few observations from a new user. The 3DO system has given me hours and hours of enjoyment so far, especially with Shock Wave & Jumpgate games. I love the flying stuff. What I'd really love to see is something on the order of Domark's Mig 29 where you take off, choose your destinations, see things from many viewpoints, get high in the sky and land the craft (that especially). I looked at VR Stalker and it seemed too much arcade (graphics, landscape, targets). I think 'my game' would really be the 'old planes, going

slower (like me at 58) and beautiful scenery below. Not so much fighting as maneuvering/negotiating the elements and landing fields. I'd like options with 6 or so older planes, banking around, looking down etc. Shock Wave would have made me happier too if I could have at least landed the ship... at risk of crashing... at some safe zone beyond the last mission assignment from a chase plane perspective. A good viewpoint with dimension, not just the little plane image directly from behind like in Total Eclipse - Ugh!

I just want to see better and better games and I know you do too. I read your magazine from cover to cover and mark it all up. I play my games almost every day. Thanks for listening. (You probably need a break now!)

Sincerely
Bruce Calbreath
Duluth, MN

Your approach is refreshing. Domark is releasing Flying Nightmares for the 3DO (see the What's Up section of this issue) but I am not sure if that is exactly what you had in mind. Our best approach is to show your letter to the developers and remind them that entertainment software requires many things aside from just speed to be entertaining.

Dear 3,

Thank you so much for your strategy guide on Shock Wave in issue #1. I had completely given up on the game when I couldn't get past Mission 3 (Las Vegas). Then I bought your magazine & followed your strategy guide. Now I'm up to mission

8 (Congo) with only a couple more missions to go. You have made a very frustrating game fun again, something no other magazine has ever done. Sure the other magazines list a few cheat codes once in awhile, but no other gave me a complete strategy guide. Well worth the price of a subscription. Keep up the good work. Thanks again.

Sincerely,
Kurt Lindenberg
Fairgrove, MI

Cheat codes and strategy guides are always in great demand. We are fortunate that we can focus on just 3DO. This allows us to look at a game a great deal more intensely.

Dear 3,

I enjoy your magazine, the second issue was better than the first, keep improving. I really appreciated the interview with Trip Hawkins and the truth concerning third party licensing, software support and false rumors being untrue.

Here is a pass code and special password for Shock Wave!!!

While playing, press pause button, then enter the code B A C C A A X (square button), this is a special mode access and gives two maneuvers: L button and up will spin your ship 180 degrees, L button and down will flip you all the way around.

You can now enter more passwords -

C A A B A C A X

- gives powerful red laser

A C A B A A C A A X

- smart bomb (one time)

C A A B A X

- super reloading nukes

A B A C A A B A X - invincible

B A C A C A X OR B A B X - for funny messages in your cockpit.

Sincerely,
Richard Ramoie
Mount Morris, MI

Thanks for the special insight into one of our favorite games.

Dear 3,

The 3DO platform is a great new system with a lot of great types of games. Personally I would buy (and I have friends that would) remakes and/or the original versions of older classic arcade games. I know it might be a step backwards for the 3DO system but I think people would buy them. If you've heard "retro" gaming is becoming very popular. Since most classic games are fairly simple in programming, I think you could put them in a one CD collection or in a package with a couple of CDs (a collectors edition).

Sincerely,
Josh Piper
Pittsburgh, PA

Josh, you are not a software publisher are you? Maybe making a tentative announcement?

Dear 3,

When I bought my 3DO I had been planning to purchase a new system from Sony (The Playstation), Sega (The Saturn) or Nintendo (The Ultra 64) because from what I had heard they were the best machines to buy. This may not be true but they're in the public eye and they're being advertised. I bought the 3DO because I got it for half price. Only when I got it home, read the information and played Road Rash on it did I realize how good it was. It also plays Karaoke, CDs, music CDs, photo CDs and who knows what else. But before I bought it I didn't know anything about it. Yet everybody knows about the other machines I mentioned as Sega/Nintendo are household names. The 3DO Company has an amazing machine and, if they put the same effort into advertising as they did making it, they would be one of the leaders in the field, not just now but when the new machines comes out. The new machines are still just rumors in the US and yet they're more heard about than 3DO which is right now, hands down, a very competitive machine. 3DO give your machine the advertising it deserves.

I would like to see the 3DO expanded, not outdated. I like the fact that their machine is expandable and am tired of Kleenex™ type machines (aka here today, gone tomorrow). I

also like 3 magazine and am considering joining the ranks. 3 magazine injects humor into the magazine. Keep up on the 3DO software and peripherals and I'm yours.

Sincerely
John Winslow
Sparks, NV

Dear 3,

What do I like most about 3DO? Well, first, Road Rash is a killer and FIFA is astounding. Outside of them I love its future accessibilities for such things as the M2 Accelerator and the Digital Video Cartridge for CD movies. I love the daisy-chain controller idea that allows up to eight players simultaneously. I love the internal hard drive RAM that will remember my CDs (music) for certain song preferences (that's cool!) I love its graphics capabilities and especially the Dolby Surround. After making a substantial investment into a home theater it's a bonus, an absolute privilege, to experience games in surround. Way to go Trip H. or whoever had the idea. You have a friend for life if this format prevails.

What I like least is the \$399 price tag. I mean if Nintendo can do \$250 (I'll believe it when I see it) for a 64-bit system, surely, the \$300 price point is achievable. Not only that but CDs are supposed to cost less to make, something like 76¢, as opposed to cartridge, then why don't they, even with the surcharge they should. A movie cost millions of dollars to make, yet they can be purchased at \$20. Also, where are the good games! I've been waiting almost a year for GEX and it's still not out. Although, they have marketed this game the way a game should be. Enthusiasts are calling this the most anticipated game. So where is it?

I really believe, as well as 300,000+ other people, it's the best thing around, which is why I have and will continue to support Trip's dream. I truly believe it's about time to have more than just a game machine. Once M2 is released nothing will even come close, and the industry knows it... or will.

Your devoted friend,
S Nelson Prince
W St Paul, MN

P.S. Keep the faith. 3DO has the industry support, more than the press will like to admit. Does Trip have all of yours!? A word to Trip - Let's get nasty Trip!!!

The cost of developing, producing, and marketing a piece of entertainment software is not as high as creating a movie (not yet anyway), but a movie is seen around the world by millions of people and then is sold as a tape in millions of copies. 3DO developers still have a smaller group to sell to.

The 3DO Company announced at CES that they had sold 500,000 units world wide. As 3DO sales expand, the pool of users will buy more titles and in greater quantity. Eventually this should cause the cost per unit of each piece of 3DO software to drop. At that point 3DO developers will either sell product at a lower cost, put even more money into production, or both. The result is 3DO users will get better software at a lower cost and software developers will maintain better profit margins for further software development. That is a win-win situation in anyone's play book.

Dear 3,

For all the players of Rebel Assault - here are the pass codes:

Easy	Normal	Hard
BOSSK	BOTHAN	BORDOK
ENGRET	HERGLIC	SKYNX
RALRRA	LEENI	DEFEL
FRIJA	THRAWN	JEDGAR
LARFRA	LWYLL	MADINE
DERLIN	MAZZIC	TARKIN
MOLTOK	JULPA	MOTHMA
MORAG	MORRT	GLAYYD
TANTISS	MUFTAK	OTTEGA
OSWAFI	RASKAR	RISHII
KLAATU	JHOFF	IZRINA
IRENEZ	ITHOR	KARRDE
LIANNA	UMWAK	VONZEL
PAKKA	ORLOK	OSSUS

Sincerely,
Mike Barkley
Bellflower, CA

Thank you, Mike. Your hard work is appreciated a great deal.

Now It's Your Turn

Write us and tell us what you think. We want to know what 3DO software interests you, how you use your 3DO system, and how we can best serve your 3DO needs. Mail your letters to:

3 Readers' Forum
PiM Publications, Inc.
P.O. Box 2140
Fall River, MA 02722

3

WIN



*In your choice of 3DO software!

Just complete the questionnaire at the right (photocopies are permitted but only one entry per person will be accepted) and mail it to 3 magazine. This is 3 magazine's way of improving its understanding of you, the 3DO user. 3 has an enormous responsibility, it is the only magazine in the U.S. dedicated to 3DO users and the 3DO platform. The stories, features, articles, reviews, and more in 3 will be chosen and assigned based on our understanding of your needs. If you take a moment and fill out the questionnaire, we will have a clearer vision of all 3DO users. Your assistance is necessary to make 3 as responsive a publication to the 3DO user as possible.

All entries must be mailed to:

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Deadline for entries is May 1, 1995. All entries become the property of 3 Magazine and PiM Publications, Inc. All taxes and other charges become the responsibility of the winner. Offer void where prohibited or restricted by law.



Who are 3DO users?

Win \$300 in your choice of 3DO software! Complete the form (photocopies are permitted) below and mail by May 1, 1995 to:

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Name _____
Address _____
City _____ State _____ ZIP _____
Country _____

Unless otherwise noted, please check all boxes that apply.

1. Do you own a 3DO console? ☐ Yes ☐ No
2. Are you planning to purchase a 3DO console?
☐ Very Soon ☐ In 3 months ☐ In 3 to 6 months
☐ In 6 to 9 months ☐ Still Looking
3. What interested you in 3DO? (check all that apply)
☐ Price ☐ Available Applications
☐ Graphics ☐ Brand Name
☐ Sound ☐ Print Advertising
☐ Television Advertising ☐ Other _____
4. How many hours do you use your 3DO each week?
☐ Over 15 ☐ 10 to 15 ☐ 5 to 10 ☐ Less than 5
5. Which members of your household use the 3DO console?
 Females: ☐ Under 3 ☐ Male ☐ Under 3
☐ 3 to 8 ☐ 3 to 8
☐ 9 to 13 ☐ 9 to 13
☐ 14 to 17 ☐ 14 to 17
☐ 18 to 25 ☐ 18 to 25
☐ 26 to 35 ☐ 26 to 35
☐ 36 to 45 ☐ 36 to 45
☐ 46 to 55 ☐ 46 to 55
☐ 56 to 65 ☐ 56 to 65
☐ Over 66 ☐ Over 66
6. What software for 3DO do you currently use?
☐ Education ☐ Reference ☐ Arcade
☐ Simulation ☐ Health & Fitness ☐ Sports
☐ Strategy ☐ Other _____
7. What software for 3DO would you like to see?
☐ Education ☐ Reference ☐ Arcade
☐ Simulation ☐ Health & Fitness ☐ Sports
☐ Strategy ☐ Other _____
8. What types of 3DO applications will you probably purchase in the next 3 to 6 months?
☐ Education ☐ Reference ☐ Arcade
☐ Simulation ☐ Health & Fitness ☐ Sports
☐ Strategy ☐ Other _____
9. How much have you spent on your 3DO system so far?

10. How much will you spend on your 3DO in the next 6 months?

11. How much will you spend on your 3DO in the next year?

Please use extra sheets for questions 12-14 & 18 if necessary.

12. What do you like most about 3DO?

13. What do you like least about 3DO?

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☐ Yes Why? _____
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17. What other kinds of magazines do you read?
☐ Business ☐ Computer ☐ News
☐ Science ☐ Hobby ☐ Other _____
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☐ 1 ☐ 2 ☐ 3
☐ 4 ☐ 5 ☐ 6
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☐ Amiga ☐ Atari ☐ Other _____
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☐ Prodigy ☐ BIX ☐ Other _____
21. Tell 3 what you think.
 Please use these few lines below as well as any extra pages you need, to tell us what you want from 3DO, 3 Magazine, etc. Are there any special applications you are interested in seeing developed for 3DO or are there any special interests of yours that you would like to see explored in 3 Magazine. 3 is your forum, please use it to let your feelings be known.

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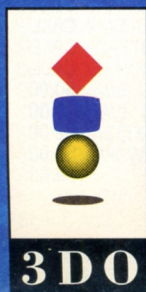
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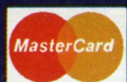
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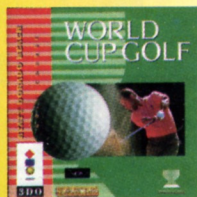
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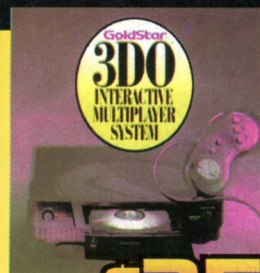


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(Continued from page 64)

3: You are working more with social games and social orientation. This is a change from what programmers and game designers traditionally do. In your new division, are you using more women in the game designing process and game programming process?

Flanigan: We're aggressively recruiting women to work with us in the programming capacity. We have gathered a group of developers and programmers who are passionate about this genre. I think that you have to be, working in a new area like this. I think that is very important.

And we're talking about writers as well as technicians. We're looking for everyone from graphics people, to programmers, to script writers, to dialogue writers. We already have many talented people working on this project. We're very enthused about it.

3: It sounds as if you are.

Flanigan: I move in that enthused mode.

3: You have to be, you have to carry a lot of energy when you do this.

problem. It is not just reprogramming or rethinking the way you do a program, you are introducing, in an interactive mode, some difficult problems. It's okay to talk about an object that has to be shot, and collision control, making sure it gets hit and so forth, but it is much more difficult to come up with the ideas, the interactivity, or the subtleties of a social situation.

Flanigan: There's no question about that. We look at that everyday. Every time we do a rewrite on a particular story board or a script, we ask ourselves if this is really doing what we need it to do, is it really engaging the player, have we touched on this area in a way that is appealing, does it give you goosebumps, does it cause you to want to get to the next section?

It is very challenging and maybe that is why it hasn't been approached because it is very difficult. We can't say that we have the magic formula, but based on hundreds and hundreds of hours of focus groups with these girls, we at least have a very good

like a Barbie doll character to make it in life.

We have to focus on our goal of producing titles which will appeal to the girls playing the game. If we get bogged down with all the criticism that may come from both sides of the politically correct coin, we might miss the boat on what is really fun for a girl.

It is tough and we understand that, but we very much want to create products which are real, wholesome and healthy, and fun. It's a very narrow, very fresh trail that we are navigating. We've got to appeal to a girl's intelligence, but we also recognize that there are lighter sides to a girl's life that are part of her identity as a girl — things that she just loves to do, like interact with her friends, dream about what could be in her life, solve problems, etc.

3: I think the problem is you have stated that you are going after the female market, therefore you are almost set up for a question of "political correctness."

Flanigan: Absolutely.

3: Some things that are politically correct in some parts of the country or in some cultures, are not going to be acceptable in others. Politically correct can often be defined by your immediate surroundings. Social ideas that are acceptable in New England, in Albuquerque, or in California, are not acceptable elsewhere.

Flanigan: I agree, but don't you think it is like that in all the game business, don't you think it's like that in the boys' games? There are some parts of the world that don't like our shooting games.

To think that we could produce a product that is absolutely perfect for each and every demographic segment is impossible. Our approach is to do different types of products for different types of girls, in different walks of life — all who have an interest in using their computer for gaming. That's why we are doing this.

Going into the boys' section at a software store, you certainly see hundreds and hundreds of varieties of boys' products appealing to different boys, their different values, their different regions' values as well as different likes and dislikes. I would hope that we could do that in the girls' market as well.

In a bookstore you can find something for every taste. To think

I think the approach is different and is unique and certainly not without its risks. But we're ready for it and we feel very comfortable and very excited about it.

Flanigan: We're pioneering new territory here, and I think it does take a lot of energy. But we have it, we're ready and we're excited.

3: I know this is an aggressive program — you are going to introduce how many games in this genre this year?

Flanigan: We plan to have two titles out this year and next year we are looking at between four and six. It is very aggressive, but we need to build shelf space for girls.

Our goal in this division is for girls to be as comfortable with their computer as they are with their telephone. I feel that if there is a title which will truly engage them and approach them on a level that they want to play, they will.

Girls are very social, they like to hang out and chat, watch movies together and there is no reason why they wouldn't want to play computer games together.

3: That is going to cause quite a

place to begin. We are jumping in with both feet.

3: Jumping in with both feet, working with social interactivity and so forth, you run that fine narrow line of offending people and going over the line of "political correctness." How do you approach that?

Flanigan: Well, we approach it very carefully. It is pretty interesting that no one is ever concerned about the political correctness of boys' games. Have you ever noticed that? They can fight, they can shoot, they can tear out hearts, they can do everything, but no one seems concerned about the political correctness of those boys' games. It is almost a double standard. You start talking about girls' games and everyone starts jumping on the band wagon of making sure it is politically correct. Our goal is to produce titles that appeal to real girls in real life situations. We want to convey the message that you don't have to be



Out For Pizza: Madison High enters the social world of teenagers

why we would like to attack it first.

3: With your focus groups and so forth, you are doing a lot of research on what girls are looking for, what your age group and target group are, what they're interested in. Have you established some idea of a follow up? Are you going to take feedback from parents after this?

Flanigan: Absolutely, we've established a parents' group, and we're taking segments of the game back to the focus group for input as the game is being developed. In other words, we meet with focus groups to see what they would like, then we create what we think they would like, then we call them back in and ask them if this title is on target. All along the process, we are interacting not only with the girls but parents and educators as well.

3: You're doing these for how many different platforms?

Flanigan: For PC, 3DO, Mac, Sony Playstation and perhaps Sega.

3: When can we expect to see Madison High in the marketplace?

Flanigan: You'll see Madison High on the PC between August and September, 3DO shortly following, as we are in a parallel development on 3DO and PC. We are looking at the 3DO version before Christmas, we hope. Others will follow soon.

3: You are changing the complexion of the gaming industry with this whole aspect. I think it's exciting. You are looking at an entirely new industry and picking and choosing what you want to do within that industry.

Flanigan: Yes, that's exactly what we're doing. We are saying that this is a new business and you just have to wash out everything in the brain and ask how would we approach this as a new business, as if we were starting it without any proper knowledge of the game business, if you will. I think the approach is different and is unique and certainly not without its risks. But we're ready for it and we feel very comfortable and very excited about it.

3: Thank you. This is exciting and I'm very impressed.

Flanigan: We are happy to tell you and your readers about it.

that with one title we could hit everybody's likes would be ridiculous. That is why we are looking at very varied tastes in styles of games, and varied subject matters in styles of games from social to educational and adventure. I think this is like any other consumer product where you have to appeal to different tastes.

3: What can someone expect to see when they are looking at Madison High: Did you show a vision of this at CES?

Flanigan: No we didn't. We will be bringing it out at E³ (in May). We will have a demo at that time.

3: Can you, without giving away the game and so forth, give us some examples, something about the opening screen that someone might see. I understand that you will be using the film genre, as ALG has been using, actually pioneered for game technology. So, what will someone actually see?

Flanigan: The player will see teenagers interacting at high school who, in turn, will interact with the player. The player will be drawn into the world of Madison High as if she was a part of it.

3: So it will be a first person point of view?

Flanigan: Yes.

3: The camera is the player's viewpoint?

Flanigan: Yes.

3: You're not taking on a character within the story?

Flanigan: There are some places

in which you do because we needed a visualization of a particular part of the game. So you select one of the characters that you would like to play through the game.

Most of the time you do not see yourself after the initial introduction. You are playing in first person, but there are a few times when it crosses over the line just a bit which makes it pretty interesting.

Which also makes us very careful in designing the kinds of choices the player has to make within the context of the game. There are a lot of social challenges that individual girls are going to respond to differently — and there isn't always a right and wrong. We as working women with children are very sensitive to these challenges. Our games will be feeling these challenges and making them fun. It's a fine line, a fine line.

3: Any time you work with social situations, it is hard to keep social pressures out of it.

Flanigan: Absolutely. We have to look at it in terms of entertainment too. If we get too heavy into the social issues we will lose entertainment value and we cannot do that. If it's not entertaining, why would they buy it?

There is a fine line, and we feel it and are aware of it every day. We are very careful and hope that we get the right target. We are taking on the social adventure as the first title when we could have easily put out an adventure game first. We know that it is our greatest challenge and that is

Back Stage:

Madison High:

Make room, Mad Dog, American Laser Games is creating software for girls.

Recently we were able to discuss new trends in gaming and how one company was attempting to focus on a very unappreciated market — games for girls. Patricia Flanigan, Director of Marketing for American Laser Games' Games For Her™ division, gave us a few insights on the importance of this new area and how ALG is focusing on the market.

3: What is the name of your new program?

Flanigan: It's Games for Her.

3: Is this an offshoot of American Laser Games?

Flanigan: It's a division of the company. We are still American Laser Games. This is a new division to design, manufacture, publish, and market games for girls.

3: Currently, we have an 8 billion



Patricia Flanigan:
ALG's Games For Her™ Director of
Marketing

dollar market in video games. Do you believe there could be a 50-75% increase in this market if there were more games for girls?

Flanigan: The percentages are uncertain, but there is a market in games for girls. This market is untapped, and we feel that there are huge numbers of girls that would play or interact more with their computers if there were more titles that were entertaining for them.

3: We've heard of other attempts to attack this market in the past. When you look at games for girls, what avenues are you looking at pursuing?

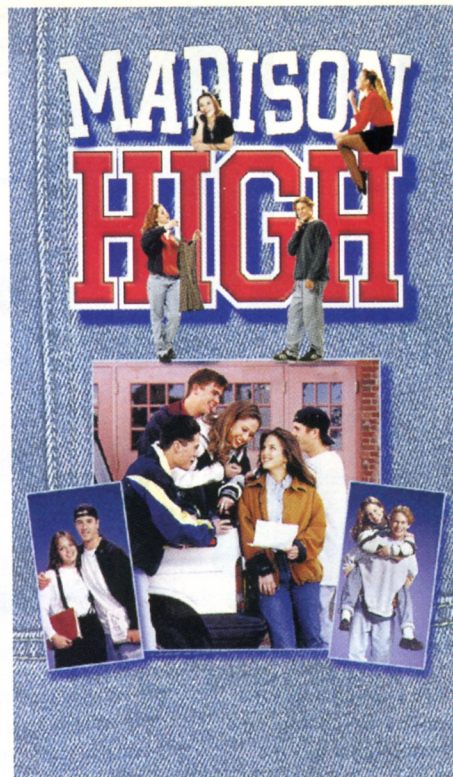
Flanigan: We actually have four separate categories that we're going after. I'm not prepared to release them at this time, but there are four separate kinds of games we feel girls would like, based on our research.

Most of us know girls love puzzle games, i.e. Tetris and Myst. I think we're taking it a bit further in terms of actually making games for girls. If boys like to play them that's okay, but our target is simply to keep the female in mind and to produce games for her without particularly trying to get both markets.

American Laser Games has been a trailblazer in motion picture action. We want to use our expertise in the way we film things to engage the player. We believe that this expertise will help us break into the female market.

3: It's more problem solving and social oriented, is that correct?

Flanigan: Very much so. The game deals with things which are closer to girls, like interaction with their family and friends and career



aspirations — as opposed to fighting and shooting.

3: Your first title is called Madison High. Is that based on a high school situation?

Flanigan: It is what we call a social adventure. It is interacting with friends in high school, juggling school work and home responsibilities — basically dealing with the everyday life of an adolescent girl.

3: Sort of a 90210 with taste?

Flanigan: Well, we're actually younger than that. I think that is a bit heavy for where we're going. We're not quite there.

3: What is the group that you are aiming for?

Flanigan: We see the major market being from 9 to 15.

3: So these are more like high school wannabes.

Flanigan: Exactly, junior high school, early high school.

3: You're not ready to release the categories of your other titles.

Flanigan: Not at this time. It won't be long. We're working on the production of the other titles and when we get further along in the production we will release further information about them. We are very excited about them, they are very different from Madison High.

(Continued on page 62)



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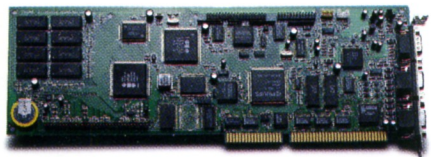
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